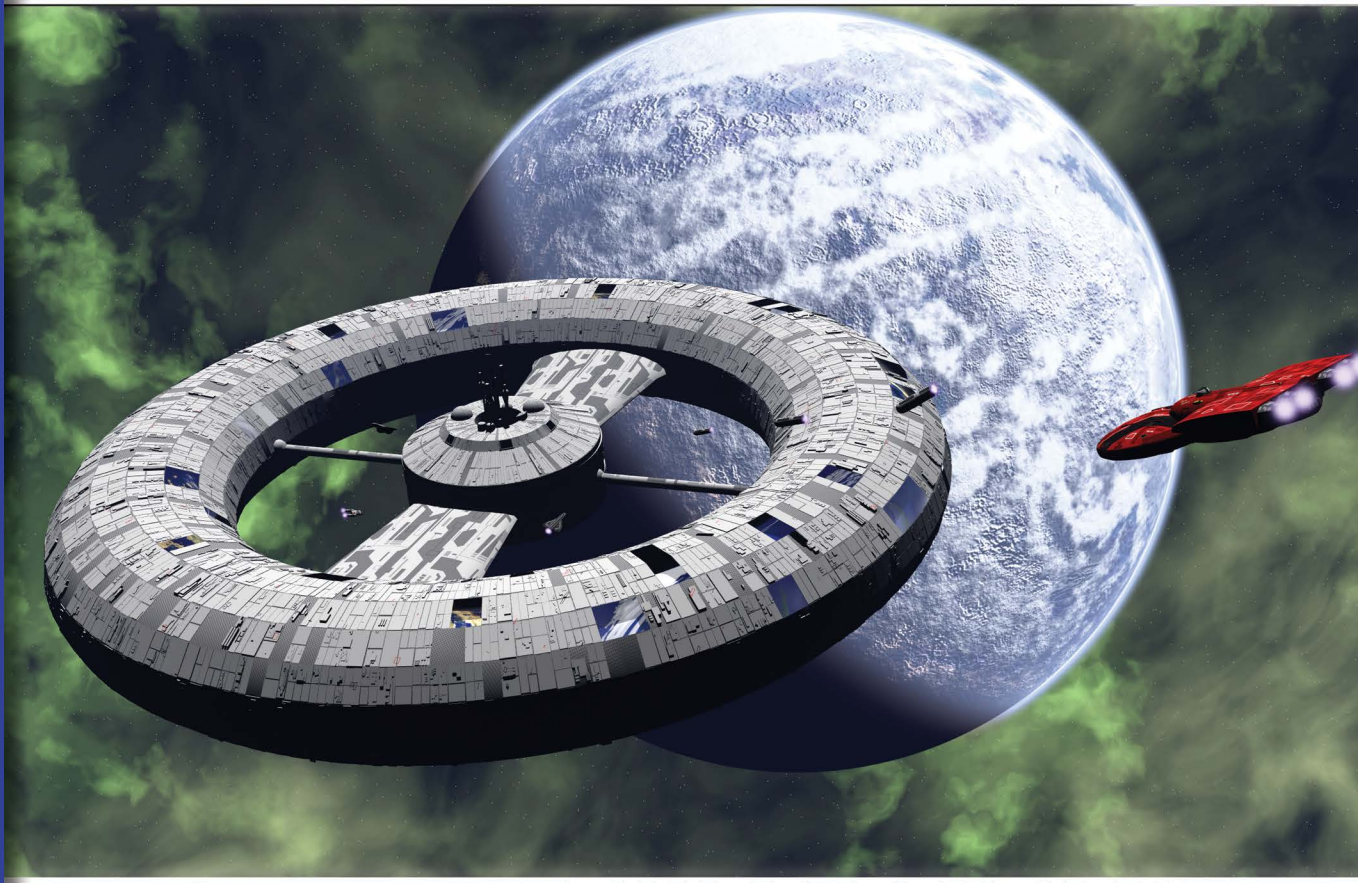
INDEPENDENCE GAMES

CLEMENT SECTOR



THIRD EDITION

CLEMENT SECTOR

CEPHEUS ENGINE — COMPATIBLE —

Clement Sector

Author
John Watts

Rucker-class merchant vessel originally designed by Steve Attwood. Atlas-class freighter, Farragut-class destroyer, Luxury-class yacht, and Trailblazer-class scout originally designed by Ian Stead. Starlight-class merchant originally designed by Michael Johnson. All starships reimagined by Michael Johnson for this volume.

New Perth concept by Michael Johnson. Argos Prime concept by George Ebersole. Chance concept by Greg Seaborn. Era concept by Bonnie Mumpower. Slaren concept by Kevin Smith. Tal'Kalares concept by Missy Ledford.

Artists
Steve Attwood (Cover); Ian Stead (p.21,29,52,55-104,125,249,259,261,264,269,307-325,347,349,356, 359,364,372,375,414,658); Bradley Warnes (p.74,101,129,133,138,140,142-145,150-155,182,186, 208,222,226,231,282,289,295,299,313,335,343-346,401,402,442,471,481,504,506,507,510,519,532, 616,627,651); Michael Johnson (p.352,353,357,362,363,367,368,373,374,379,380,381) Ade Stewart (p.164,206,546); Jennifer Leonard (p.305); Stephanie McAlea (p.594-603,609,628-633); Charlie Balthazar (p.604-608); Luca Oleastri (p.48); GrandFailure (p.341); John Watts (p.591)

Cover Layout Design and Clement Sector Logo
Stephanie McAlea

Cover Template
George W. Krubski

Editors
Curtis Rickman and Aaron Peavy

Playtesters
Wendy Watts, Michael Johnson, Ian Stead, Bradley Warnes, Missy Ledford, Mike and Erica Nixon, Greg Seaborn, Curtis Rickman, Aaron Peavy, Timothy Lee, Steve Johnson, Randy Sutton, Matthew Sutton, Anthony Westbrook, Thomas Howard, Lee Sizemore, Jessica Sizemore, David Bell, Tony Hicks, CJ Abbott, Vincent Campbell, Kevin Smith, John Gagnon, Charles Hendershot, Carlos Gutierrez, Bonnie Mumpower, Beth Walker, Jeff Hopper, Helge Hudel, Robert Jarvis, Brian Rucker, Matt Adams, Matt Kerns, Jonah Hall, Evan Riggs, Courtland Smythe, Mike Osbahr, Jay Wiegmann, Les Howard, Chriseda Howard, Vaughn Wright, Joey Wright, Crystaline Wright, Callie Abbott, Paul Santiago, "Big" Dan Callahan, George Minter, Timothy Howe, Don Haymaker, Max Riemann, April Riemann, Christopher Lucangeli, Rich Neves, Hoyle Anderson, Tony Limoli, Sam Watterson, JC Clements, Noah Ternullo, Gerry Martin, George Kelley, Christina Gibson, Larry Gibson, Sherri Brewer, Paul Cardullo, Trincy Walker, Rob Ward, Richard Lombardi, Jon Belcher, Michelle Jirout, Corey Grant, David Hodges, Dan Thomas, Dalton Calford, Karen Winslow, Chris Nixon, Steven Quinn, William Dickson, Ruben Farmer,

James H. Henderson II, Ayn McLaurin, Walt Bowers, Dan Jolley, Mark Elmore, Rebecca Wright, Chris Landon, Billy Scott, Mike Johnson, Mike Strange, Josh Hollifield, Anthony and Kim Cothern, Phil Quinton, Mike Williams, Jerry Fairbanks, Victoria Keller, Audra Layton, Brad Davis, Stephen Hooten, Andy Beard, Alex Smith, Logan Smith, Tracy Rann, Brian Isikoff, John Waldon, Anthony Hunter, Terrell Scoggins, Brett Williams, Sean Westman, Jeremy Vinson, Derek Raymond, Blake Wofford, Richard Poe, Tony Reeves, and Alan Mullican

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Dedicated to absent friends

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Terminal Station (Hub 0405)
April 15, 2331 (standard)

Jacob McMasters sat in his cargo hauler and waited. It was the nature of his job really. "Hurry up and wait", his grandfather always said, harking back to his time in the Southern Alliance military. It was true, thought Jacob, not only of the military but for those who made deliveries.

And so, he waited.

Jacob worked for the Torgent Shipping Company. His job was to take his cargo hauler from Terminal to any ship that was too large to actually dock with Terminal. The ship would come through The Conduit, he would hail them and then, once everything was properly arranged, Jacob would approach the ship. He would attach the cargo onto the back of his boat and haul it back to Terminal. Sure, it wasn't the most exciting job in Clement Sector, but it paid his bills.

Jacob couldn't say he enjoyed his job. At any given time, he was sitting here in the black of space watching The Octagon and waiting for the right ship to transit out of The Conduit. While he was here, he would just sit and think. Sometimes his mind would wander to past moments in his life. Had he done something wrong? Could he have fixed it? Is that why his wife left him for another man? Haunting things from his past.

Other times he would just sit here and wonder why he lived on Hub. He didn't speak German. His ancient handcomp could barely keep up and he was sure the Germans were laughing behind his back. How could he be sure? Besides, he wasn't sure that the handcomp was giving him a proper translation. They may have been joking at his expense to his face and he wouldn't know. The handcomp might just be taking it easy on his feelings and just be giving him transfer orders.

He could just move to Fairfax. Most everyone spoke English there. But he couldn't do that. He could just hear his mother's voice in his brain telling him that they were Virginians and not to be trusted. Old prejudices die hard. When the Southern Alliance broke from the United States, the southern and western portions of Virginia went along with the Alliance while the north and east of the state remained. Peacefully at first, but that didn't last long and within a few years, the Red-Blue War was on and the guerilla fighting began. Jacob's grandfather had been part of a unit stationed in Lynchburg and had been shot at by Virginians wanting to leave the Alliance and rejoin the United States. Oddly, Jacob's grandfather didn't hold a grudge, but his mother always had and still did.

He could move to Harrison. Harrison had been settled by people from Tennessee and Georgia. His mother would approve of that. Though the years of disaster and war might have brought misery and destruction to those states and to his old home in South Carolina, most of the old football rivalries still existed between the colleges. And while his mother might be a dyed in the wool Gamecock and hate the Dawgs and the Vols, she would still have approved far more of his living with them than with the Virginians.

Jacob didn't want to go though. While he might have hated his job, he still had affection for his new home. He just never seemed to fit in, but he was trying. He had met two great friends here. Jurgen and Helge might not always be able to speak English that well, but they seemed like the sorts of guys who would help a man in a crisis. And, of course, there was Erich Hauk. Erich did pretty much the same

job Jacob did but he did it for the German Navy and not for a private company. He was a fun guy and always quick with a joke and an offer to buy the beer.

In fact, Jacob checked his sensors, it looked like Erich was also waiting at the Octagon for an incoming ship. He'd have to give Erich a yell when the haul was over. They could go grab a beer at Terminal before catching the shuttle back to Hub.

The Octagon's external ring began to light up with its green hue. That meant there was a ship starting to come through the Conduit. Enough lollygagging, Jacob thought, it was time to go to work.

Jacob sat ready at his controls waiting for the ship to transit. He was waiting on the Albert May, a 3500-tonne ship with a load of…

"What the hell is that?" Jacob said aloud to no one.

The Octagon came to life as it usually did with a flourish of spinning light making a whirlpool shape in the center but then it did something that made Jacob's skin crawl. The spinning lights reversed, and it seemed, for just a second, that they were coming out of the Octagon altogether. Then an ungodly motion like a wave rolled from side to side through the lights as if the universe itself had suddenly become an unmade bed and unseen hands were shaking out the sheet.

Then a single light shone from the center of the Conduit. It seemed to be shining directly from the center of the Octagon, from the Conduit and straight at Erich's cargo hauler. Fear gripped Jacob as he saw the beam of light illuminate Erich's cockpit.

"Erich! Erich! Are you OK?" Jacob shouted into his commlink.

No response.

And then it was gone. Not just the beam of light but the Conduit itself and the Octagon. It happened so fast that Jacob, in his worry for Erich, almost missed it. No flash. No explosion. It was just simply not there. Pieces of the Octagon floated in the place where it once held the Conduit open but now there was nothing there. They were cut off from Earth. On the other side of the galaxy.

"Mom…" Jacob thought. He wasn't sure why, but he suddenly knew that he would never see her again. The Conduit was gone. It wasn't coming back.

Jacob's thoughts returned to Erich. "Erich! Erich, are you OK?"

Silence. Nothing but silence.

And then a text only message from Erich's hauler.

"The Light has spoken."

About This Book

Welcome to the Clement Sector! Clement Sector is a space opera rule set and setting, all of which are presented here in this volume. There have been two previous iterations of this setting and, as it continues to gain in popularity, we felt it was wise to compile as much information as we could into a new volume. Here we will give you the information you will need to run or play in campaigns of all kinds in this universe. While there will always be additional supplements to add to the game, this is the main book that you will need. You can, in theory, play this game with this book alone.

Of course, you will also need the standard tabletop RPG equipment of dice, pencils, and paper. Clement Sector uses two 6-sided dice, and it is recommended that each player has their own pair. There are also instances where, if you are using a large starship or creating a character, you will be required to have percentile dice (two ten-sided dice, with one die to be used as the "tens" and one die to be used as the "ones"). More on what you will need and the general knowledge you will need to play a role playing game (or RPG) in *The Basics* which you will find on p.22.

This book is set in the year 2342 in Clement Sector. The Clement Sector is an area of space on the opposite side of the Milky Way galaxy from Earth Sector. This sector was located following the expansion of a naturally occurring wormhole which was located near Epsilon Eridani in 2200. There will be more about the history of Clement Sector on p.106-128.

Many of the worlds on the other side of this wormhole were better suited for colonization by humans than those which had been discovered near Earth. Over the next 131 years, colonists from Earth made their way across the wormhole to settle in Clement Sector.

However, in 2331, something went wrong. The wormhole collapsed and now all of those who settled on the Clement Sector side of the wormhole must continue without contact with Earth. How will you cope? What role will you take? All of this will be part of the campaign on which you as Referee will take your players or the path you will discover as a player within your Referee's game.

What is Space Opera? And how does Space Opera relate to Clement Sector?

Space Opera is a subgenre of science fiction which tends to focus on the adventure aspects of the genre rather than the technological ones. While there will always be advanced technology present, it is often not the central aspect of the story, film, or, in this case, game. Whereas some other genres of science fiction (often called "hard science fiction") will be tied to absolute realism, space opera, while trying to maintain a certain level of realism, is less yoked to this concept. Space opera often features several departures from reality. In the case of Clement Sector, those differences are found in the use of gravitics (a manipulation of gravity), the Zimm Drive (a method of faster than light (or FTL) travel), and the remarkable number of habitable worlds found in the sector.

Another of the places that Clement Sector tends to differ from what reality will likely bring us in the future is in automation. While there are robots and artificial intelligences present in the Clement Sector game, they are not the arbiters of destiny. Whereas in our future and, increasingly, in our present, computers and artificial intelligences will pilot our starships, fire our weapons, and drive our cars, that is not true in Clement Sector. In Clement Sector, humans (and, sometimes, their biological offshoots altrants and uplifts) are the ones controlling the ship, firing the weapons, and driving the flying cars.

What is Clement Sector?

Clement Sector is a game set in an area of space on the opposite side of the Milky Way galaxy from Earth Sector where, presumably, you are sitting as you read this book. It is also the name of this game and setting. If you'd like to play in Earth Sector instead of or in addition to Clement Sector, you can pick up our *Earth Sector* expansion setting, but you will still need the rules provided in this book.

Clement Sector is set in the year 2345 after many years of exploration into space. To learn more about the history of Clement Sector and how it came to be established, see p.106-128. In short, once humans began moving out into space, they colonized a world around the star Epsilon Eridani. They found a wormhole in 2200 that led to the other side of the galaxy where the worlds were far more habitable than those in Earth Sector. Colonization of those worlds ensued and then, in 2331, the wormhole (or "Conduit" as it was called) collapsed. Those who colonized Clement Sector are now left to fend for themselves, separated from Earth.

Independence Games produces several sourcebooks for this setting. These include shipbuilding rules as well as additional careers, vehicles, and starships. There are books on specific topics such as corporations, piracy, bounty hunting, and criminal activities. There are also several books concentrating on adventures for use by Referees for their players. As I write this paragraph, there are over 90 books in the series, and you may want to buy all of them. However, the only book that you absolutely need to own to play Clement Sector is this one. You will find the other books quite useful, but you are not required to buy all of them unless you desire to do so.

The Basics

What Is Roleplaying?

OK, first off, let's get basic for a moment. While a lot of you have already played an RPG before and this is something that you might want to skip, some of you will be new to roleplaying and you might be asking yourself, "What is a roleplaying game?"

A roleplaying game (sometimes abbreviated as RPG) is a game in which players assume the roles of characters in a fictional setting. These settings can take place anywhere and have their own set of rules. Some are hard science fiction while others, like the one you're holding in your hand are space opera. Still others (like our *Rider* RPG) take place in the past while others take place in a fictional fantasy world with dragons and magic. Players take responsibility for acting out these roles within a narrative, either through literal acting or through a process of structured decision-making or character development. Actions taken within many games succeed or fail according to a formal system of rules and guidelines, such as the rules you will find in this book.

Remember when you played with action figures when you were a kid? This is remarkably like that except that there are rules to govern who won and what you can do as well as dice to determine if you did or who won the shootout.

A session of play is conducted through discussion. One player, the Referee, usually arbitrates any decision based on the rules and presents the setting of the game, while each of the other players plays the role of a single character. Together, the Referee and players create a story, much like the way many of us used to create stories playing games of make believe as young children, except with more dice and more structure.

What you have in front of you is simply a set of rules for conducting a game of Clement Sector and a discussion of the way the setting works. In these pages, you will find rules on creating characters, resolving tasks, fighting other creatures, and exploring the Clement Sector setting. These rules can lead to adventures where you move through space in your spaceship, encounter other cultures, and fight space pirates. Although no rules set can be complete, this book attempts to provide enough rules to allow you to create and enjoy this kind of space opera adventure.

To play Clement Sector, you will need a copy of these rules, several six-sided dice, as well as a pencil and some paper. All you need is those few pieces of equipment and your imagination.

The Core Task Resolution System

These rules use a core task resolution system to resolve actions. Whenever your character attempts any action with a chance of failure, do the following:

1. Roll two six-sided die (abbreviated 2D6).
2. Add any relevant modifiers (for things like characteristics, skills, difficulty, and circumstances).
3. If the result equals or exceeds 8, the action succeeds. If the result is lower than 8, the action fails.

This simple system is used for nearly everything in the game, with variations based on the modifiers added to a roll and the effects of success and failure.

Concepts

The Referee

Within these rules, one of the players is asked to assume the mantle of Referee. The Referee is the person who will act as an organizer, officiant for questions regarding rules, arbitrator, and moderator for a gaming session, or an ongoing campaign. The role of the Referee is to weave the other participants' player-character stories together, control the non-player aspects of the game, create environments in which the players can interact, and solve any player disputes.

Just like in sports, the Referee will adjudicate any arguments and will be the final say in what happens in the game. Remember all those arguments with your friend about who shot who when you were playing with those action figures with your friends? Well, the Referee (as well as the dice) are here to settle such arguments.

The Characters

A player character (PC) is a fictional character in a role-playing game whose actions are directly controlled by a player of the game rather than the rules of the game. The characters that are not controlled by a player are called non-player characters (NPCs). The actions of non-player characters are typically handled by the Referee and may follow certain rules.

Using the rules as guidelines, a player will create a character reflecting the sort of role they would like to have in the game. The character is usually of a certain background and possesses a unique combination of skills and levels of expertise. The attributes of a character are given as numerical values which can change as the game progresses, and characters grow and develop over the course of their adventures.

Characteristics

All characters have certain basic characteristics that define what they can do. These characteristics are Strength, Dexterity, Endurance, Intelligence, Education, and Charisma. They each have a numeric characteristic score, averaging 7 for a normally capable human. Higher characteristic scores grant bonuses (+1 or more) on task resolution checks, while lower characteristic scores grant penalties (as low as -2). As part of creating your character, you decide how strong, smart, and tough your character is by choosing the appropriate characteristic scores. See **Character Creation** on p.130 for more information.

Careers

As a part of their development, characters follow certain life paths called careers. These provide a variety of career options for characters to pursue, which opens opportunities for characters to gain skill levels, characteristic boosts and significant mustering out benefits before they enter play. Unlike many other RPGs, in Clement Sector you will usually start off playing a character that has several experiences under his/her belt. Indeed, with how aging works in the Clement Sector setting, your character will almost certainly be older and have a lot of experience before entering play. More on that later.

See **Character Creation** on p.156 for more information on how to use careers and to find a variety of careers which can be used to create a character.

Skills

Skills represent training in a specific task or knowledge, everything from acrobatic maneuvers to negotiation, flying a starship, or

convincing someone's character not to shoot your character.

Someone trained in athletics can climb faster and with more confidence than someone who is not, for example. Skills are measured in levels, reflecting how much training a character has in the skill. When recording skills and their associated levels, the skill name is written first and then the number of levels that the character possesses in that skill. For example, Gambling 2 means that the character has two levels of Gambling skill.

Each skill level represents roughly two years' worth of education and training in that skill. For skills of an academic bent, you could equate that to an associate degree (or similar two-year academic program) at level one, a bachelor's degree (or other four-year program) at level two, a master's degree at level three, a doctorate at level four, and so on. Skill levels act as a bonus on task resolution rolls when a character attempts an action related to a skill. As your character follows their career, they gain skills. See the Skill List on p.37 for more information on specific skills.

Game Play

Playing a session using these rules resembles verbally performing chapters from a science fiction novel, acting out a science fiction film, or even putting on a play. Game sessions can last from short sessions of an hour or two, up to marathon games covering most of a weekend. The average game session tends to run three to five hours. Over the course of a session, the player characters pursue their adventures. Some resolve quickly, within a single session, while others may take place in multiple acts spread out over several sessions.

Each adventure is like its very own story, consisting of a series of scenes that are explored during play. In general, most scenes are simply the players interacting with the non-player characters and the scenario created by the Referee. The players describe their actions, and the Referee describes the results of those actions, in a back-and-forth exchange. Certain kinds of situations, such as a prolonged shootout or space battle, have more structure and more rules to help the players resolve their actions in ways reflecting the abilities of their characters.

Common Themes

On-going games using these rules are generally designed around a theme. Based in the space opera setting of Clement Sector, these rules tend to lend themselves to games following certain common themes, which are detailed in the Common Themes table. This is not a complete list of the type of games that a Referee might choose to run; this is simply a general list of common themes for your consideration.

Common Themes

Theme	Description
Colonial	The characters are in the frontier areas of Clement Sector and beyond where they are tasked with the establishment or continuation of a settlement. These sorts of campaigns allow for the players to establish a town or city of their own through their characters.
Commerce	The characters make their living through the transport of freight, passengers, cargo, and the occasional odd job.
Drifter	The characters constantly move from place to place, without any fixed home or job, seeking employment through “odd jobs” as they explore Clement Sector. These campaigns are sometimes called "Sandbox Campaigns" because they often explore an area that has been previously created and populated by our supplements or the Referee.
Espionage	The characters all belong to the same government or corporate intelligence agency and make a living by going on spy missions against their enemies. These campaigns tend to be more episodic than other common campaign themes.
Exploration	The characters are explorers, making their way through unexplored or unsettled space. These characters may be working to establish colonies on these worlds or they may simply be exploring to broaden knowledge.
Military	The characters all belong to the same military unit and likely work out of a fort. They will be called upon to handle guard duties, patrols, and military actions.
Political	The characters are heavily involved in the social and political arena of Clement Sector. They may find themselves dealing with diplomats, politicians, and other leaders with vested interests in controlling aspects of planetary government. These campaigns tend to focus on diplomacy and political intrigue.
Rebellion	The characters may seek either to return a government to power or simply to overthrow the current government. These campaigns typically start with intrigue and end with action.

Die Rolls

Using these rules, when you must make a die roll to resolve an action, it will typically follow the core system of a 2D6 roll plus modifiers versus a target of 8+ (read as eight or higher). This is called a check. You always want to roll high on a check. Rolling 12 before adding modifiers (where two sixes appear on the dice naturally) is always an Exceptional Success and rolling 2 before adding modifiers (where both dice show a one naturally) is always an Exceptional Failure.

Difficulty and Effect

A check's Difficulty is a number set by the Referee that modifies your check result. When no Difficulty is given, the assumed Difficulty is +0. So, for a task with a Difficulty of +2, you must add +2 to the check result. You succeed on a total of 8 or better. The list of Difficulty ratings can be found in the Task Difficulty table.

Difficulty	Modifier
Simple	+6
Easy	+4
Routine	+2
Average	+0
Difficult	-2
Very Difficult	-4
Formidable	-6

In some cases, the consequences of a check vary based on how much the check result is above or below the target of 8. The difference between the check result and the target of 8 is called the Effect. If the Effect is 6 or higher, the check is considered an Exceptional Success. When the Effect is -6 or lower, the check is considered an Exceptional Failure.

Effect Range	Degree of Success
-6 or lower	Exceptional Failure
-1 to -5	Failure
0 to +5	Success
+6 or higher	Exceptional Success

Opposed Checks

If two characters are opposing each other directly in a task, then the character who obtains the highest Effect wins. For ties on opposed checks, the character with the highest relevant characteristic score wins. If the characters tie on characteristic scores, they reroll.

Trying Again

In general, you can try a check again if you fail, and keep trying indefinitely. Some tasks, however, have consequences for failure. For example, failing an Athletics check while climbing a cliff might mean you fall, which might make it difficult to try again. Some tasks cannot be attempted again once a check has failed. For most tasks, once you have succeeded, additional successes are meaningless.

Circumstance Modifiers

Some circumstances make a check easier or harder, resulting in a bonus or penalty that is added to the check result. The Referee can alter the odds of success in two ways:

1> If a character has assistance of some kind such as well-made tools, a competent assistant, or other beneficial circumstances, they will receive a +1 bonus to their skill check.

2> If a character is hampered, such as having defective tools, an incompetent assistant, or other negative circumstances, they will receive a -1 penalty to his skill check.

Time and Checks

Outside of stressful situations such as combat, performing a particular task often takes a random amount of time, depending on circumstances. For most tasks, the player can roll 1D6 and multiply it by the increment that the Referee provides for that action. For example, breaking a flimsy wooden door down may only require 1D6 seconds, while performing delicate surgery might take 1D6 hours. More information on time increments can be found on p.35.

During combat, most actions will be restrained to a finite period. Some of these actions are considered minor actions, while others are deemed significant actions. More information is provided on p.384-392.

Aiding Another

Sometimes characters can work together and help one another. In this case, one character (usually the one with the highest total of modifiers on the check) is considered the leader of the effort and makes the check normally, while each helper makes the same check. The Effect of a helper's check result can provide either a bonus (DM+1 with a successful result, DM+2 with an Exceptional Success) or a penalty (DM-1 with a failed result, DM-2 with an Exceptional Failure) to the leader's check result. In many cases, outside help is not beneficial, or only a limited number of helpers can aid someone at once. The Referee limits aid as appropriate for the task and conditions.

Types of Checks

There are two main types of checks: skill checks and characteristic checks.

Skill Checks

A skill check determines what the character can accomplish with a particular skill (sometimes whether the character trained in that skill or not). To perform the check, roll 2d6. For these skill checks, the target number is always 8 or higher. Check the number on the dice and then apply modifiers for the character's characteristic score, the Difficulty, and the level that the character has in that skill.

When making a skill check, if a character does not have any levels in the required skill, then there is a –3 penalty for being unskilled.

Attack Rolls

An attack roll determines whether the character hits an opponent in combat. An attack roll is essentially a skill check, using the character's skill level in a particular combat skill as modifiers. As with a skill check, modifiers from the character's characteristics and the

Difficulty will also apply. You can find out more about combat on p.382.

Characteristic Checks

A characteristic check is like a skill check, but measures raw ability, like strength, endurance, or intelligence. These checks are used when the task is one not covered by an obvious skill, or where the character's innate abilities are the most important influence on the result. To make a Characteristic check, you must roll 2D6 and add the appropriate characteristic score modifier. Characteristic checks tend to be all or nothing (you can either accomplish the task or you cannot), although there are sometimes gradations of success or failure.

These are often encountered during character generation and are listed with the characteristic first and the target number just afterward. For instance, *END 8+*, means that the player must roll 2d6 and add the character's Endurance modifier to the result. If the result is 8 or over, the check is a success. If it is less than 8, the check was a failure.

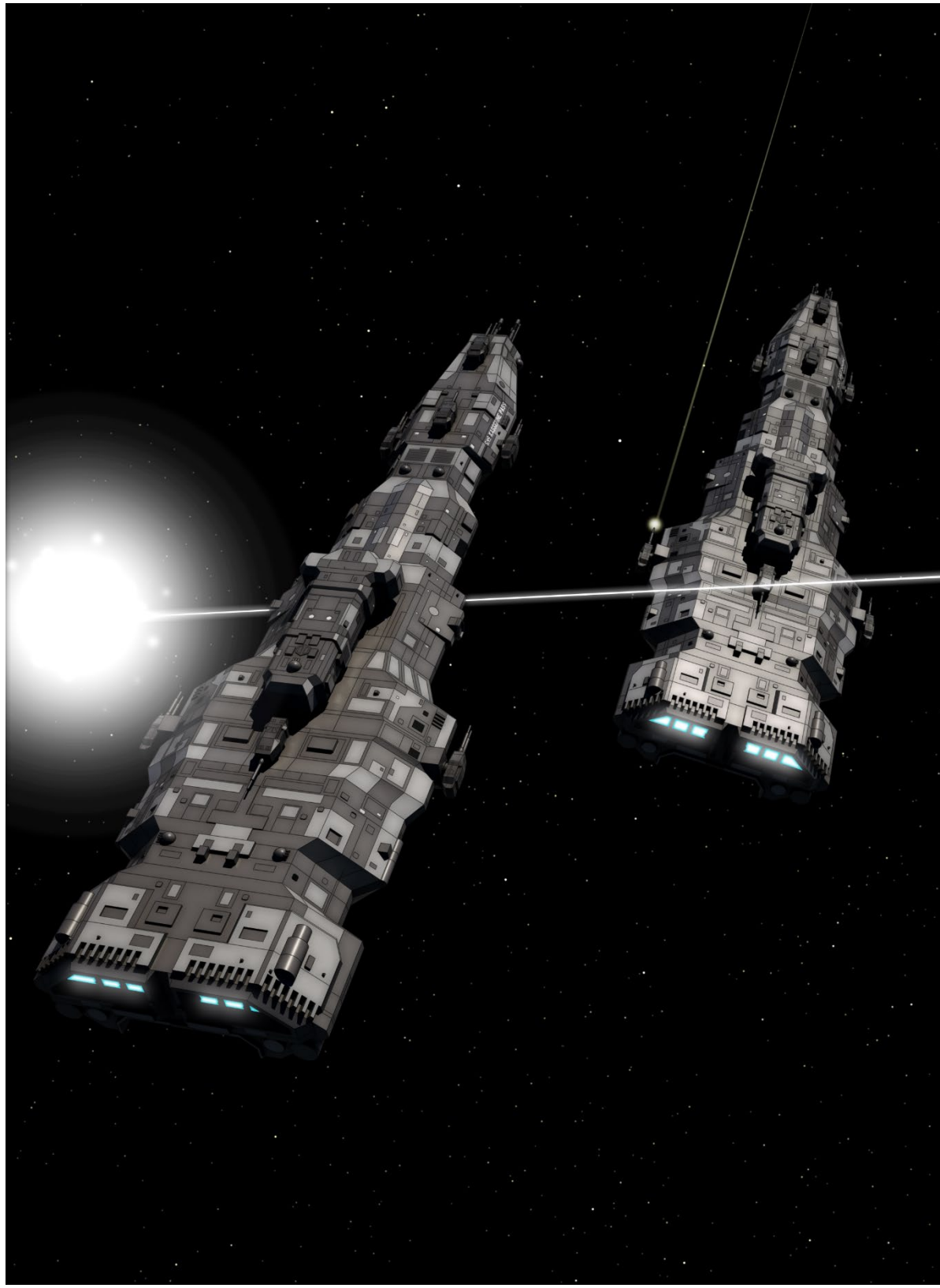
Characteristic modifiers can be found on p.131.

The Combat Round

While it is wise to avoid combat, in a game with conflict and opposing sides, it will happen. When it does the Referee will begin a Combat Round. In Combat Rounds, time is broken down into six-second segments called rounds, or combat rounds, since they are most often used in fights. A round is not a lot of time, just long enough for a character to do something. The types of actions your character can perform during a round are significant actions, minor actions, extended actions, free actions, and reactions. During a round, a character can do one of the following:

- Initiate or continue an extended action.
- Take a significant action and a minor action.
- Take three minor actions and forego taking a significant action this turn.

The character can perform as many free actions and reactions in a round as you wish, although the Referee may choose to limit them to a reasonable number to keep the game moving. See **Personal Combat** on p.382 for more information.



Important Terms

The game uses certain words and abbreviations throughout the rules system. In order properly understand the rules, both players and Referees should become familiar with these terms. The following words, phrases and abbreviations are commonly used:

1d3: Rolling one six-sided die and dividing the result in half. Results should be rounded up. For instance, if the roll is a 6, the result is 3. If the roll is 5, the result is also 3.

D100: The most common method for determining this is to roll two ten-sided dice and reading one of them as the "tens" and the other as the "ones". It is best if you have two different colors of dice, but some dice manufacturers now make "percentile dice" which have the "tens" on one die and the "ones" on the other. As an example, if you roll a "3" on the die designated as the "tens" die and a "6" on the die designated as the "ones" die, your result would be "36".

Alternatively, some dice companies do produce a 100-sided die. If you so choose, this can also be used.

D66: Rolling two six-sided dice and reading one as the "tens" and the other as the "ones". It is best if you have two different colors of dice and nominate one color as the "tens" die. Most experienced gamers will use the darker of the two dice as the "tens". For instance, you roll a "5" on the die designated as the "tens" die and a "6" on the one designated as the "ones" die. This would be read "56".

2D6: Two six-sided dice with the results added together. These are used to resolve all actions in the game. For this, if you rolled a "5" on one die and a "6" on the other die, your result would be "11".

Action: A character activity. There are significant actions, minor actions, extended actions, free actions, and reactions.

Adventure: A story created by the Referee and players, comprised of a series of related scenes or encounters.

Altrant: A human which has been altered genetically before their birth for specific results. Some examples of this are Gaishan which are altered to be better suited to low gravity situations and Achilles which are altered to be better warriors.

Attack bonus: A modifier used to measure a character's combat skill.

Attack roll: A skill check used to determine whether an attack hits.

Attack: Any of numerous actions intended to harm, disable, or neutralize an opponent.

Bonus: A positive modifier to a die roll.

Campaign: A series of linked adventures.

Character: A fictional individual in the game. The players control characters, while the Referee controls non-player characters.

Characteristic modifier: A modifier determined by the value of the characteristic score, applied as a bonus or penalty to checks as needed.

Characteristic: One of the six basic character traits -- Strength (STR), Dexterity (DEX), Endurance (END), Intelligence (INT), Education (EDU), and Charisma (CHA).

Check (or Throw): A method of deciding the result of a character's action. Checks are based on a relevant ability, skill, or other trait. To make a check, roll 2D6 and add any relevant modifiers. If the check result equals or exceeds a target of 8 or the result of an opponent's check, it succeeds.

Critical hit (crit): An attack inflicting extra damage. Critical hits are only involved in vehicular combat.

Damage bonus: A modifier used to determine the damage of an attack.

Damage: Harm caused to a character by injury, illness, or some other source.

Dice modifier (DM): A modifier applied to a check.

Die (plural is dice): A small polyhedron, typically a cube, with each side having a different number on it, ranging from one to the number of sides of the polyhedron, thrown and used in gambling and other games involving chance. The game uses six-sided dice to create random results during play and the occasional ten-sided die.

Difficulty: A modifier applied to a check that is assigned by the Referee, reflecting the relative ease or difficulty of a given action.

Dying: Near death and unconscious. A dying character can take no actions.

Effect: The difference between a check result and the target of 8 (such as how much higher or lower the result is).

Encounter: An unexpected or casual meeting with someone or something. A large part of the Referee's job is the administration of encounters.

Exceptional failure: Any check that fails by 6 or greater (i.e., has an Effect of -6 or worse).

Exceptional success: Any check that succeeds by 6 or greater (i.e., has an Effect of +6 or better).

Extended action: An action in combat that takes longer than a single combat round to complete.

Free action: An extremely fast activity, requiring little time and effort.

Initiative: The order in which character take their actions. This is mainly used in combat situations but can be used in other situations as determined by the Referee.

Joining the Game: The end of character generation. At this point, the character generation is complete, and the character may be used by the player in a campaign.

Lethal damage: Damage that can potentially disable or kill a target.

Melee attack: A physical attack in close combat.

Melee weapon: A handheld weapon designed for close combat.

Minor action: An action intended to move a distance or to manipulate or move an object. You can take up to three minor actions per round, at the loss of a significant action.

Modifier: Any bonus or penalty applied to a die roll.

Mustering Out: This is the final stage of character generation when the character is ready to join the game. This involves rolling benefits and finalizing the character. See p.162 for more details on this process.

Natural: A natural result on a roll or check is the actual number appearing on the die, not the modified result obtained by adding bonuses or subtracting penalties.

Non-lethal damage: Damage that can potentially stun or knock out a target but does no permanent harm.

Non-player character (NPC): A character controlled by the Referee (as opposed to a character controlled by a player).

Patron: A non-player character who gives financial or other support to a person, organization, cause, or activity. Referees often use patrons as a tool to attempt to engage player characters in adventures.

Penalty: A negative modifier to a die roll.

Player character (PC): A character controlled by a player, one of the protagonists of an adventure or campaign. This is most often shortened to “character” in most of this book.

Ranged attack: Any attack made at a distance.

Ranged weapon: A projectile or thrown weapon designed for attacking at a distance.

Reaction: An action taken in response to the action of another. You can perform as many reactions as you want per round in Personal Combat.

Referee: The player who portrays characters not controlled by the other players, arbitrates the rules, and makes up the story and setting for the game.

Round: A six-second unit of game time used to manage actions, usually in combat.

Significant action: An action intended to do something within about 3 seconds. You can perform a single significant action per round or forego it to perform a total of three minor actions.

Seriously wounded: If you have lost at least one point from all three of your physical characteristics, you are considered seriously wounded. When conscious, you cannot move except to hobble or crawl along at 1.5 meters per combat round. You also lose your minor action in combat. You can only regain characteristic points equal to your Endurance DM per day of rest through natural healing. You require surgery.

Skill: An ability to perform a set action, such as riding a horse, using a rifle, or playing cards. Skills are attained in levels (Gambling 2); the higher the level of a skill, the more expertise a character has in that area. Many different individual skills are available to characters.

Spaceship: A vessel which has been created to travel within a single star system through space. Such vessels will not be equipped with a Zimm Drive. Smaller military vessels which do not have Zimm Drives will often be called "System Defense Boats" whereas larger military vessels may be called "Monitors".

Starship: Any vessel which has been created to travel from one star system to another through both space and Zimmspace.

Target (also subject): The intended recipient of an attack, action, or effect.

Term: A period of four years which the character spends within a certain career (see p.156 for more details.

Trained: Having knowledge of, and therefore levels in, a skill.

Unarmed attack: A melee attack made with no weapon.

Untrained: Having no ranks in a skill. Some skills cannot be used untrained. Unskilled skill checks suffer a DM-3 penalty.

Uplift: An uplift is an animal which has been genetically altered before birth or cybernetically enhanced after birth to have greater intelligence than would normally be the case. Lower technology uplifts will have the same appearance as the original animal while higher technology versions will usually stand upright and have more human-like features.

Skills

Characters in *Clement Sector* games engage in a variety of activities, using their various skills to accomplish the challenges that confront them. Skills and their usage are described in this chapter.

Skill Checks

Skill checks use the core task resolution system to resolve actions. Whenever your character attempts any action with a chance of failure, roll 2D6, add any skill levels, the appropriate characteristic score modifier, and your difficulty DM. If the result equals or exceeds 8, the action succeeds. If the result is lower than 8, the action fails. The basics of the task resolution system can be found in the **Basics** chapter on p.22.

Task Description Format

Task descriptions can be formally written in this format:

Task Description: Required Skill, Characteristic, Time Increment, Difficulty.

Task Description: Describes the action of the task itself. In print, this is often italicized to help it stand out.

Required Skill: The skill required for the task. Skill levels are added as a positive DM to the check. Unskilled characters suffer a -3 DM if they do not have this skill.

Characteristic: The characteristic modifier that is added to the check.

Time Increment: The time range required to perform the task.

Informal Skill Check Descriptions

Skill checks are also informally written by Difficulty followed by Required Skill. For example, repairing a damaged gun turret during a space battle might be a Very Difficult (–4) Mechanic task. When listed in this manner, the Referee gets to choose an appropriate Characteristic to modify the skill check, as well as the time increment involved, if it is not already obvious from context.

Untrained and Zero-Level Skills

Characters can perform some tasks without any training in a skill, using only raw talent (defined by their characteristic scores), but skilled characters tend to be better at such things. Unless the Referee says you cannot, you can always attempt tasks involving that skill even if you have no training in it.

If a character has no level in a skill, then they are untrained and will suffer a –3 Dice Modifier when trying to use that skill.

If a character has zero level in a skill (Skill 0), then they are competent in using that skill, but they have little experience. They do not get any bonus from their skill ranks when using that skill but at least they avoid the penalty for being untrained.

Going Faster or Slower

You can choose, before you roll, to move up or down one or two rows on the Time Frames table. Moving up (reducing the time increment) gives you a –1 DM for every row you move; moving down and increasing the time taken gives you a +1 DM for every row you move. Your Referee will help adjudicate any issues that might arise from a change in the time frame.

Time Frame	Base Increment
1d6 seconds	1 second
1d6 rounds	1 combat round (6 seconds
1d6 minutes	1 minute
1d6 hours	1 hour (60 minutes)
1d6 days	1 day (24 hours)
1d6 weeks	1 week (7 days)
1d6 months	1 standard month (30 days)
1d6 quarters	3 standard months (90 days)
1d6 years	1 standard year (365 days)

If a task has a set time (such as 1 hour or fifteen minutes) instead of a range of time (such as 10-60 seconds or 1-6 hours), then this task cannot be made to go faster or slower. This would negate the ability to gain a modifier or penalty for time in performing this task.

Multiple Actions

A character can try to do two or more things at once, like firing a weapon while driving a grav car or trying to open an electronic lock while hiding from guards. For every extra thing that the character is doing, the character suffers a –2 DM to all skill checks.

Example

The skill system is really the heart of Clement Sector and will be the most used portion of the game system. As an example of how the system works, we're going to use Mary Nelson, a merchant captain with a Strength of 8. Dexterity of 10, Endurance of 9, an Intelligence of 8, an Education of 7, and a Charisma of 10. Her skills include Advocate (Oratory) 2.

Mary has landed on a settled world with a small population in Tranquility Sector. This small population is being ruled by a dictator, Marvin Jones. Jones has the population of fewer than a hundred bent to his will. Mary decides that she should try to talk some sense into the locals. Unfortunately for Mary, Jones has full control of the colony. This will be a truly formidable task.

Talking the population into revolting against Jones: Advocate (Oratory), Charisma, 1d6 minutes, Formidable (-6)

To complete this task, Mary will have her Advocate (Oratory) skill of 2 and her Charisma bonus of +1 (9-11 gives a +1 modifier, see p.131). Sadly, she will also have an additional modifier due to the difficulty which will give her a -6 (Formidable). This will give her an overall modifier of -3 which is the sum of 2+1-6. When she rolls her 2d6, she will take a -3 modifier to the roll.

Mary rolls a 9. Applying the -3 modifier, Mary's result is a 6. This gives an Effect of -2 (because 6 is 2 less than 8, see p.26 for Effect) This fails to convince the colony to revolt against Jones.

Mary has failed to sway the colony's opinion, and this will have consequences for later.

Skill List

Administration (Admin)

This skill covers bureaucracies and administration of all sorts, including the navigation of bureaucratic obstacles or disasters.

Advocate

Advocate gives the character knowledge of common legal codes and practices.

Specialties:

- **Legal:** The character is well-versed in legal codes and rules.
- **Oratory:** The character can speak publicly and influence those to whom they are speaking. This skill is valuable for when a character is making a speech to convince a group of people.
- **Politics:** The character is knowledgeable about local and regional politics.

Animals

This skill involved the care and use of animals as well as related tasks such as farming and ranching.

Specialties:

- **Riding**: The character knows how to ride an animal that is trained to bear a rider.
- **Veterinary**: The character is trained in veterinary medicine and animal care.
- **Training**: The character knows how to tame and train animals.
- **Farming**: The character can grow and harvest crops and raise animals.

Athletics

The character is a trained athlete and is physically fit.

Specialties:

- **Climbing**: This skill covers the ability to climb cliffs, mountains, ropes, or other difficult to scale barriers.
- **Running**: The ability to run short distances. This is often used in chases where the character is on foot.

Art

The character is trained in a type of creative art.

Specialties:

- **Acting**: The character is a trained actor, at home on the stage, screen, or on holovids.
- **Dance**: The character is trained dancer and performer.
- **Holography**: The character is knowledgeable about recording and producing aesthetically pleasing and clear holographic images.
- **Instrument**: Playing a musical instrument, such a flute, piano, guitar, or organ.
- **Painting**: The character is proficient in the use of paint to create artistic works.
- **Sculpting**: Making artistic or abstract sculptures in a variety of media.
- **Writing**: Composing inspiring or interesting pieces of text.

Astrogation

The character can plot insystem courses of spaceships and starships. This can be useful in determining courses for pilots to follow from place to place within a star system. This skill can also be used to locate Zimm Points in systems where these points are not already documented.

Broker

The Broker skill allows a character to negotiate trades and arrange fair deals.

Carouse

Carousing is the art of socializing; of having fun, but also ensuring that other people have fun, of infectious good humor.

Chef

You have learned to cook tasty meals. Lower levels in the skill show an ability to make simple meals while higher levels may indicate some training by a professional.

Deception

Deception allows a character to lie fluently, disguise oneself, perform sleight of hand, and fool onlookers.

Specialties:

- **Disguise:** The character can fool others by disguising their appearance, mannerisms, or voice.
- **Forgery:** The character can create false signatures simulating a person's writing or can generate fake documents.
- **Intrusion:** The character is adept at defeating mechanical locks and breaking into secure areas.
- **Lie:** The character possesses the ability to pass off falsehoods as truths.
- **Pickpocket:** The character can subtly steal small items from another person.

Diplomat

The Diplomat skill is for negotiating deals, establishing peaceful contact, and smoothing over social faux pas.

Discipline

Discipline is a skill that covers self-control, ingrained reflexes, and training gained by training. Characters with a high Discipline are adept at following orders and procedures to a degree that such reactions are essentially automatic. Discipline can influence characters who are involved in combat.

Characters with Discipline can apply a modifier equal to the skill level that the character has in Discipline to any skill check which involves a skill in which they have level 1 or more. This can be done a number of times per day equal to the character's level in Discipline.

For instance, a character with Discipline 1, Gun Combat (Slug Pistol) 1, and Melee 0 can reduce any modifier of -2 applied to their Gun Combat skill check to -1 once per day. The same character cannot apply that modifier to a Melee skill check.

Draw

Draw is the ability to unholster a firearm quickly. Draw can be used in lieu of Initiative in combat situations. See p.384 for more details.

Drive

This skill is for controlling ground vehicles of various types. There are several specialties.

Specialties:

- **Hover:** This skill is used for controlling vehicles which use an air cushion for movement.
- **Mole:** This skill can be used for controlling vehicles that move through solid matter using drills or other earthmoving technology such as laser torches or cavitation.
- **Tracked:** This skill is used for driving tracked vehicles such as ground tanks and other similar vehicles.
- **Wagon:** This skill is used for driving a wagon pulled by one or more animals.
- **Walker:** This skill is used in the operation of a vehicle which has mechanical legs that are used to move the vehicle.
- **Wheeled:** This skill is for driving an automobile or other similar wheeled vehicles.

Electronics

This skill is used to operate electronic devices such as computers and ship-board systems. Higher levels represent the ability to repair, adapt and create electronic devices and systems.

Specialties:

- **Communications ('Comms'):** Comms skill covers the use of modern telecommunications including the opening of communications channels, querying computer networks, jamming signals and so on, as well as the proper protocols for communicating with starports and other spacecraft.
- **Computers:** This skill is for using and controlling computer systems.
- **Electrical Repair:** The character can install, modify, and repair electrical wiring.
- **Remote Operations:** Remote Operations is the skill of using telepresence to remotely control drones, missiles, and other devices.
- **Robotics:** The character can use, modify, and repair robots and cybernetics. However, installing cybernetics requires Medic.
- **Sensors:** The Sensors skill covers the use and interpretation of data from electronic sensor devices, from observation satellites and remote probes to thermal imaging and densitometers.

Engineer

Engineer reflects the ability to operate and maintain the drives and operation of a starship or spaceship.

Specialties:

- **Maneuver Drive (M-Drive)**: This skill is used in maintaining and operating a spacecraft's gravitic drive, chemical rockets, or other means of slower than light propulsion.
- **Zimm Drive (Z-Drive):** The character is proficient in the operation and maintenance of a Zimm Drive, the method used within the setting of traveling from star system to star system.
- **Life Support**: This skill covers oxygen generators, heating and lighting and other forms of life support necessary for a spacegoing vessel.
- **Power**: This skill is used to maintain and operate a spacecraft's power plant.

Etiquette

The Etiquette skill shows how versed the character is in the customary code of behavior in polite society.

Explosives

The Explosives skill covers the use of demolition charges and other explosive devices, including assembling or disarming bombs.

Flyer

The various specialties of this skill cover different types of flying vehicles.

Specialties:

- **Grav**: This skill is used for the piloting and control of a vehicle that use gravitic technology as propulsion.
- **Rotor**: This skill is used for helicopters and other similar craft which make use of rotors for flight.
- **Wing**: This skill is used for aircraft which use a lifting body such as an airplane.

Gambler

The character is familiar with a wide variety of gambling games, such as poker, roulette, and blackjack. This includes a knowledge of the rules of the game, methods of winning (including cheating), and the probability of winning or losing.

Gun Combat

The Gun Combat skill covers a variety of ranged weapons.

Specialties:

- **Archaic:** The character is proficient in the use of outdated firearms such as muskets.
- **Slug Rifle**: This skill covers the use of long arms which fire a projectile such as the autorifle or gauss rifle.
- **Slug Pistol**: This skill covers the use of handheld weapons such as a pistol which fire projectiles.
- **Shotgun**: This skill covers the use of shotguns.
- **Energy Rifle**: This skill covers the use of long arms such as a laser rifle which fire energy instead of a projectile.
- **Energy Pistol**: This skill covers the use of a handheld weapon such as a laser pistol or stunner which fires energy rather than a projectile.

Gunner

The various specialties of this skill deal with the operation of ship-mounted weapons in space combat.

Specialties:

- **Capital Weapons:** This is the skill used in operating bay or spinal mount weapons on board a spaceship or starship.
- **Ortillery**: This is the skill used in the firing of weapons on board a platform, starship, or spaceship for the purpose of destroying targets on a moon, planet, or other platform.
- **Screens**: This is the skill used in activating and using a ship's energy screens such as meson screens and MaGG screens.
- **Turrets**: This skill is used the operation of turret-mounted weapons on a platform, starship, or spaceship.

Heavy Weapons

The Heavy Weapons skill covers larger weapons that cause extreme damage.

Specialties:

- **Large Slug Weapons**: This skill is used in the use of large weapons, such as a crew-served machine gun, which fires projectiles at a target.
- **Launchers**: This skill is used to fire a rocket launcher or grenade launcher.
- **Man-Portable Energy**: This skill is used to fire a plasma or fusion weapon, such as a PGMP, which can be carried by a human, altrant, or uplift.
- **Field Artillery**: This skill is used to fire fixed guns, mortars, and other indirect-fire weapons.
- **Vehicle Mounted Weapons**: This skill will cover weapons which are mounted on a vehicle such as a grav tank or wheeled vehicle.

Instruction

This skill assists the character to help others learn from their knowledge and experience. Anyone with the Instruction skill can pass on the basics of any skill they possess to less experienced characters over a shorter period of time than it would normally take for a skill to be understood.

Instruction can assist with character advancement. See p. 298 for more details.

Interrogation

The Interrogation skill is for obtaining information from a captured person.

Specialties:

- **Questioning:** This involves getting a prisoner to give information solely by means of asking questions and engaging the prisoner in conversation.
- **Torture:** This involves extracting information from a captured person by means of causing them physical injury.

Investigate

The Investigate skill incorporates keen observation, forensics, and detailed analysis.

Jack of All Trades (JOT)

The Jack of All Trades skill works differently to other skills. It reduces the unskilled penalty (see p.27) a character receives for not having the appropriate skill by one for every level of Jack of All Trades. A character with JOT 0 receives no benefit while a character with JOT 1 will make their unskilled skill check at -2 rather than the usual -3.

Unlike other skills, a character may never have a skill level in Jack of All Trades higher than 3.

Language

There are numerous different Language specialties, each one covering reading and writing a different language. All characters can speak and read their primary language without requiring the Language skill (see Primary Languages on p.177). Having Language 0 implies that the character has a smattering of simple phrases in many languages.

Specialties can be chosen in any language which can be chosen as a primary language, including those spoken exclusively by uplifts.

Leadership

The Leadership skill is for directing, inspiring, and rallying allies and comrades. Leadership skill can be used to contribute to Initiative as explained on p.383.

Mechanic

The Mechanic skill allows the character to maintain and repair most equipment. This includes maintenance and repair of personal items, vehicles, and other systems.

Medic

The Medic skill covers emergency first aid and battlefield triage as well as diagnosis, treatment, surgery, and long-term care.

Specialties:

- **Alteration:** This skill covers the ability to make biological body alterations to humans and uplifts.
- **Altrants:** This skill covers the ability to treat altered humans (known in Clement Sector as altrants) for a variety of illnesses and problems specific to altrants.
- **Cryogenics:** This enables the character to be an expert in operating low berths or other life slowing treatments
- **Cybernetics:** This skill covers the installation and maintenance of cybernetic implants and prosthetics.
- **Diagnosis:** This skill covers the ability to determine what is ailing the patient.
- **First Aid:** This covers the ability to provide immediate care to stop the bleeding, prepare the patient for further treatment, or simply stop them from dying.
- **Surgery:** This indicates that the character has been trained to perform surgery.
- **Uplifts:** This skill covers the ability to treat uplifted animals for a variety of illnesses and problems specific to uplifts.

Melee

The melee skill covers attacking in hand-to-hand combat, using archaic ranged weapons, or using thrown weapons

Specialties:

- **Added Weapon:** This skill applies to the use in combat of appendages and other implements that have been cybernetically or biologically added to a human, altrant, or uplift for the purpose of melee.
- **Bayonet**: The ability to use a knife affixed to the end of a rifle.
- **Blade**: Attacking with swords, rapiers, blades, knives, and other edged weapons.
- **Bludgeon**: Attacking with maces, clubs, staves, and other blunt weapons.
- **Bow**: Using a ranged weapon like a bow, longbow, or crossbow.
- **Lasso**: The ability to use a rope or lariat to ensnare an animal or opponent.
- **Natural Weapons**: The favored combat skill of wild animals and some uplifts, this covers fighting with claws, teeth, and other such natural weapons that are a part of the user.
- **Thrown Weapons**: This skill covers the use of thrown weapons such as knives, shuriken, or tomahawks.
- **Unarmed Combat**: This specialty covers the use of the hands, feet, or other body parts by humans or altrants to inflict damage on a target in combat.

Navigation

Navigation is the ability to find directions on the ground and on the sea. This can allow the character to plot courses on the surface of a planet, moon, or similar body.

Persuade

Persuade covers the ability to convince an individual to do what you want them to do. This includes convincing someone to do something to aid the character or stop doing something that might be to the character's detriment.

NPCs can never be convinced to do something that would result in their direct harm. For instance, a character should never be able to persuade an NPC to commit suicide.

Pilot

This skill allows a character to be able to pilot different forms of spacecraft.

Specialties:

- **Small Craft**: This skill covers the use of shuttles, fighters, and other small spacegoing craft under 100 tonnes.
- **Spacecraft**: This skill covers the piloting of spaceships and starships of over 100 tonnes.

Recon

A character trained in Recon can scout out dangers and spot threats, unusual objects or out of place people. Recon also involves such activities as acting as a forward observer for artillery and ortillery strikes.

Science

This skill shows that the character has studied a science. The specialization for this skill may include any of the sciences including physical science and social science. Some examples are listed below and is, by no means, a full list of the possible sciences in which one can specialize:

- **Physics**: The study of the fundamental forces.
- **Chemistry**: The study of matter at the atomic, molecular, and macromolecular levels
- **Biology**: The study of living organisms.
- **Archeology**: The study of ancient civilizations. It also covers techniques of investigation and excavations.
- **Economics**: The study of trade and markets.
- **History**: The study of the past, as seen through documents and records as opposed to physical artifacts.
- **Philosophy**: The study of beliefs and religions.
- **Psychology**: The study of thought and society.

Seafarer

The Seafarer skill covers all manner of watercraft and ocean travel.

Specialties

- **Canoe:** The use of any small boat which is powered by rowing.
- **Motorboats:** This skill covers the piloting of small, motorized craft which move along the surface of a body of water.
- **Ocean Ships:** This skill covers the piloting of large, motorized craft which move along the surface of a body of water.
- **Sail**: The ability to operate a wind-driven watercraft.
- **Submarine**: The ability to operate an underwater vessel.

Stealth

A character trained in the Stealth skill is adept at staying unseen and unheard.

Streetwise

A character with the Streetwise skill understands the workings and power structure of the criminal underworld. This skill can be used to know what sort of illegal activities might be going on in a place as well as where or how to find items which are illegal on a particular world or in a particular city.

Suit

This skill covers the ability to use and operate various types of suits such as battle armor, vacc suits, hostile environment suits, and similar devices.

Specialties

- **Battle Armor:** The character has been trained in the use of battle armor which enhances the character's abilities, provides extra weapons, and adds to the character's protection.
- **Hostile Environment:** This skill covers the use and operation of a hostile environment suit which can used in extremely dangerous atmospheres and environments.
- **Vacc Suit:** This skill covers the use and operation of suits used to keep the character alive in an airless or low-pressure environment.

Survival

The Survival skill reflects the ability of the character to survive in harsh conditions. Each specialty reflects the sort of conditions in which the character has been trained to survive. This includes specific knowledge of how to endure these types of environments as well as general information such as building shelters, hunting, tracking, or trapping animals, avoiding exposure, and so forth.

Specialties

- **Barren:** The character is familiar with methods of staying alive, creating shelter, and traveling across barren areas devoid of life.
- **Cold:** The character is familiar with methods of keeping warm, finding food and shelter, and knows the sorts of plants/animals which might live in such an environment.
- **Desert:** The character is familiar with methods of locating water and staying hydrated. The character is also familiar with ways to locate shelter and food within the desert environment.
- **Forest:** The character is familiar with animal and plant life commonly found in forests. The character can differentiate between edible and poisonous plants as well as able to locate water which is potable.
- **Freefall:** The character has experience in dealing with gravities of less than 0.25 including that experienced in freefall.
- **Heat:** The character is familiar with methods of keeping cool and avoiding heatstroke.
- **High Gravity:** The character has experience in dealing with surface gravity of 1.5 and higher. The character will be familiar with methods of dealing with increased gravity.
- **High Pressure:** The character is familiar with dealing with higher than 1.5 standard.
- **Jungle:** The character is familiar with animal and plant life commonly found in jungles. The character can differentiate between edible and poisonous plants as well as able to locate water which is potable.
- **Low Gravity:** The character has experience in dealing with gravities between 0.25 and 0.6 standard. The character will be familiar with methods of dealing with the lesser pull of gravity.
- **Low Pressure:** The character is familiar with dealing with air pressures less than 0.43 standard.
- **Mountains:** The character is familiar with mountain climbing and the ability to avoid rockslides. The character is also familiar with the sorts of animals and plants which might inhabit a mountainous environment.
- **Plains:** The character is familiar with life on the plains and prairies of the midwestern US.
- **Ocean:** The character is knowledgeable about techniques for surviving while at sea or underwater.
- **Swamp:** The character is familiar with animal and plant life commonly found in swamps

Tactics

This skill covers tactical planning and decision making, from board games to squad level combat to fleet engagements. Tactics skill can be used to increase a character's initiative during combat (see p.383 for more details).

Specialties:

- **Military Tactics**: The ability to understand the correct methods of attacking a target whether acting on your own or with a group.
- **Naval Tactics**: Coordinating the attacks of one or more naval vessels.
- **Sport:** The character is familiar with the tactical planning needed to excel in sport.

Trade

You have experience with a certain trade such as carpentry, glass blowing, or blacksmithing. This includes all the specialized skills and training that one would have within that trade. For instance, Trade (Carpenter) would include any carpentry related skill such as being able to square a corner, choose the right wood, nail something together, saw wood, etc.

Some examples are listed below and is, by no means, a full list of the possible trades in which one can specialize:

Specialties:

- **Bartender**
- **Blacksmith**
- **Carpenter**
- **Gardening**
- **Glass Blowing**
- **Hydroponics**
- **Lumberjack**
- **Naval Architect**
- **Prospector**
- **Space Construction**

The Setting

The Clement Sector

The Clement Sector is, except for The Hub Federation, made up of many worlds which are independent of one another. Each world has its own culture, its own government, its own militaries, and its own ideas of how best to survive now that they have been cut off from Earth.

In the eleven years that have passed since the Conduit collapsed, some of these worlds have become stronger. Some, like Hub, Cascadia and Kingston have sought to expand their influence on their neighbors. Others, like Kyiv, have become isolationist and fiercely independent. Some, like Sophronius, have descended into war and chaos.

Each world has its own solution and there are as many solutions as there are settled worlds. Brutal oppressive regimes have risen on some worlds while on others the people have found the isolation to be an opportunity for newfound freedom.

While only the Hub Federation has a government which controls more than one star system, some systems do cooperate with one another. Several worlds have treaties which provide for some mutual assistance either through trade or military aid. Some worlds have pooled their resources to eliminate or reduce piracy in their region or to ensure that worlds experiencing disaster get assistance.

Exploration and colonization continue but have been slowed greatly by the Collapse. Agencies such as the Cascadia's Cascadia Colonization Authority continue to send out vessels to explore these new systems. Colonies have sprung up in subsectors which had no population before the Collapse. These colonies are often small and are not always successful. Tales abound of colonists who were killed by pirates, weather, unknown diseases, crashed colony ships, or their own foolhardy actions.

Human habitation of The Clement Sector began when the first German colony ship traveled through the Conduit to Hub in 2210. By the time of this setting, 140 years later, humans have expanded their presence and populated worlds in seven of the sixteen subsectors.

Cartographers had already divided space on the Earth side of The Conduit into sectors and subsectors. Doing so, they placed Earth in subsector G at hex 0405. When the cartographers laid out the Clement Sector, they placed Hub in the same location giving it the same significance as Earth.

Colonists settled first in Hub (Subsector G) and then moved trailing into Cascadia (Subsector H). Following those initial settlements, colonists began moving coreward into Franklin (Subsector C) and spinward into Sequoyah (Subsector F). These four subsectors are home to most of the population of Clement Sector.

Some colonies have been started within Superior (Subsector B), Winston (Subsector D) and Dade (Subsector E). However, these populations are dwarfed by the populations of the four main subsectors. Most systems within these three subsectors are still uninhabited.

No colonies have been formed rimward of the main four subsectors. This is due mostly to a region called "The Darkness". This region is several parsecs wide and contains no star systems. Several companies have explored the idea to build "bridge stations" in open space to facilitate colonization of these worlds, though so far no one has. It is possible to go around The Darkness as well, but this requires quite a long journey. Most have been content to concentrate on easier to reach worlds in the coreward region.

Ships with much larger fuel tanks than the common vessels have begun to be employed to cross The Darkness to investigate some of these systems. However, there have been no

settlements formed on the rimward side of The Darkness.

Astrography

The Clement Sector is an area of space 40 parsecs long by 24 parsecs wide. This area is further broken into 16 subsectors which are 10 parsecs long by 8 parsecs wide. Each hex on the map represents a parsec-wide area of space.

The subsector and sector maps are representations of the relationships between systems through the Zimm Drive. While this can take the form of a two-dimensional map as it does in this book, most maps within a ship will be 3D representations in holographic form. Directions on the sector and subsector maps are given in terms of how the area roughly relates to the galaxy. When dealing with the 2D representations in the book, looking straight-on at the map, upwards (or what would commonly be "north" on a planetary map) on the map is to go "coreward". Going toward the bottom of the map is going "rimward". Moving to the left of the map (or what would be "west" on a planetary map), the viewer is going "spinward" while going to the right is called "trailing".

Each subsector is given a letter designation between A and P. Each of the subsectors was also given a name by the original cartographers who would name the subsector after what they perceived to be the most important system in the subsector. This naming process is subjective, and some subsectors will have different names according to who made the map. The names presented here are the ones which are most commonly used but are by no means the final word on what a subsector will be called.

Subsectors are often further divided into regions. These regions are worlds which are only separated by one parsec. Although most worlds within the Clement Sector are independent, worlds within the same region will sometimes feel an affinity for one another and the likelihood of them being helpful to one another is occasionally increased.

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

A Delmarva
B Superior
C Franklin
D Winston
E Dade
F Sequoyah
G Hub
H Cascadia
I Bremen
J Absaroka
K Anhalt
L Lippe
M Hesse
N Lubeck
O Baden
P Saxe

This one parsec separation is important to spacers in smaller vessels. Most of these are designed with enough fuel storage to travel the Zimm Drive's full range of 2 parsecs. Proximity allows these vessels to travel to a neighboring world one parsec away and return on the same tank of fuel.

Each system (or hex on the maps as presented in this book) will most often be referred to by what is perceived by the mapmakers to be the most important world in the system. As with subsectors, this process is subjective, and some maps may show different names according to the wishes of the mapmaker. As with subsectors, the most used name is presented here.

When the original cartographers laid out the sector, they continued the use of an alphanumerical designation which had been in use since the early days of stellar colonization. Each system has a designation indicating the sector name, the colonization status, the subsector letter, and the hex location within that subsector.

For example: CXM-105. The "C" indicates that the system is in the Clement Sector. If the system were on the Earth side of the conduit, it would have an "E" here. Earth's designation is ECG-405.

The "X" indicates the colonization status. "X" shows the system is not colonized. If the system were colonized, this would be replaced with a "C".

The "M" indicates that this system is in subsector M. Within Clement Sector, that would indicate the system was within the Hesse Subsector.

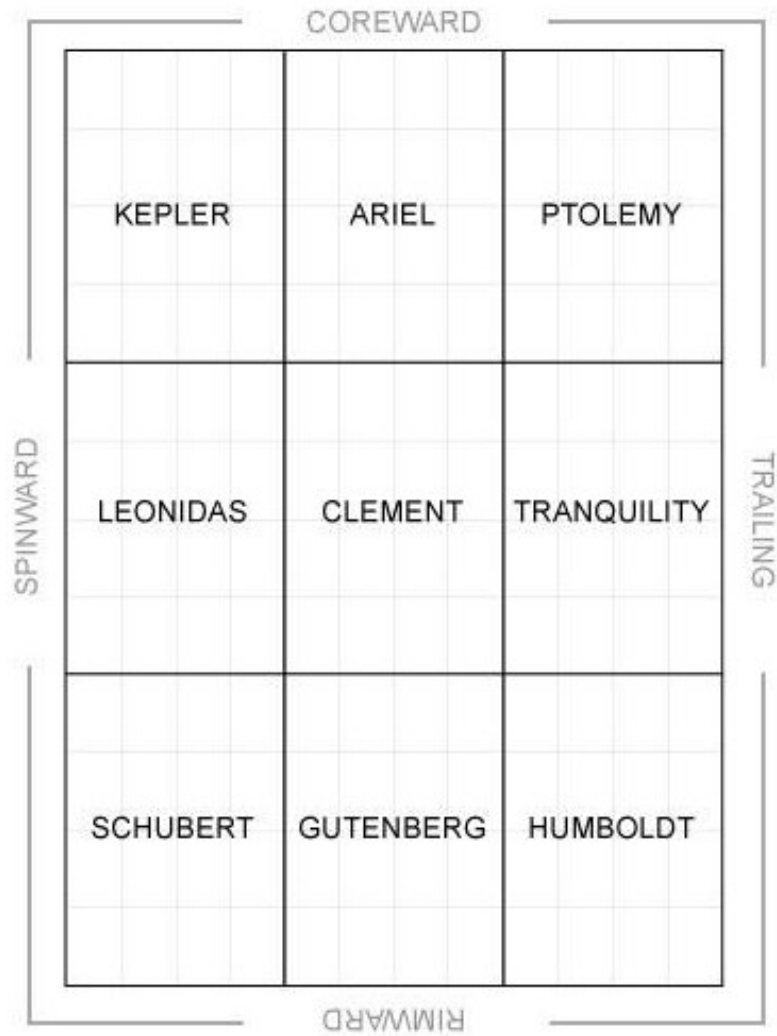
"105" indicates the hex number upon the subsector map in question. This would place CXM-105 in the hex on the first column in the fifth row.

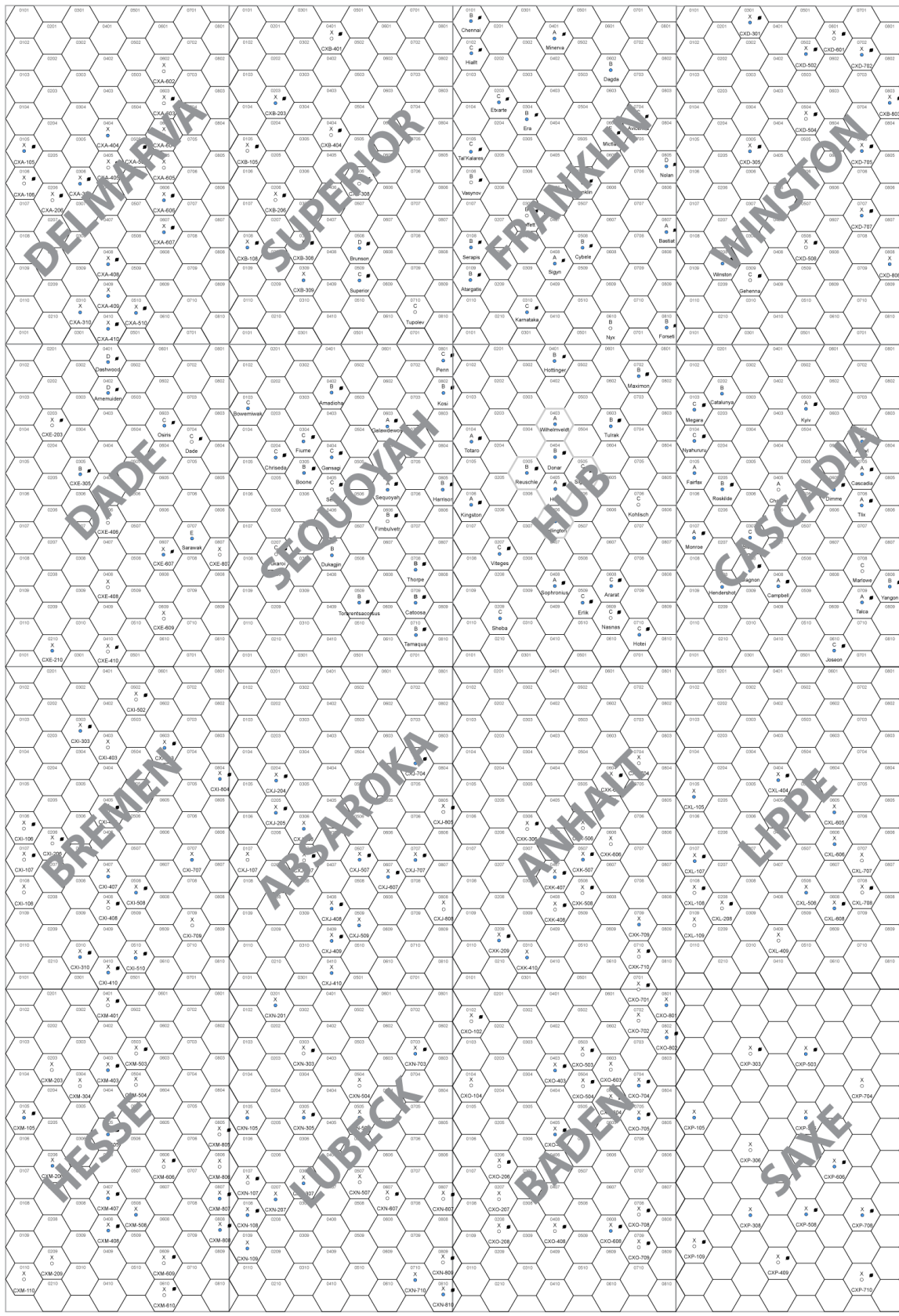
While all systems carry a designation like this, it is most often used only for systems without populations such as CXM-105. For instance, though it is technically correct to refer to the Hub system as CCG-405, there will be very

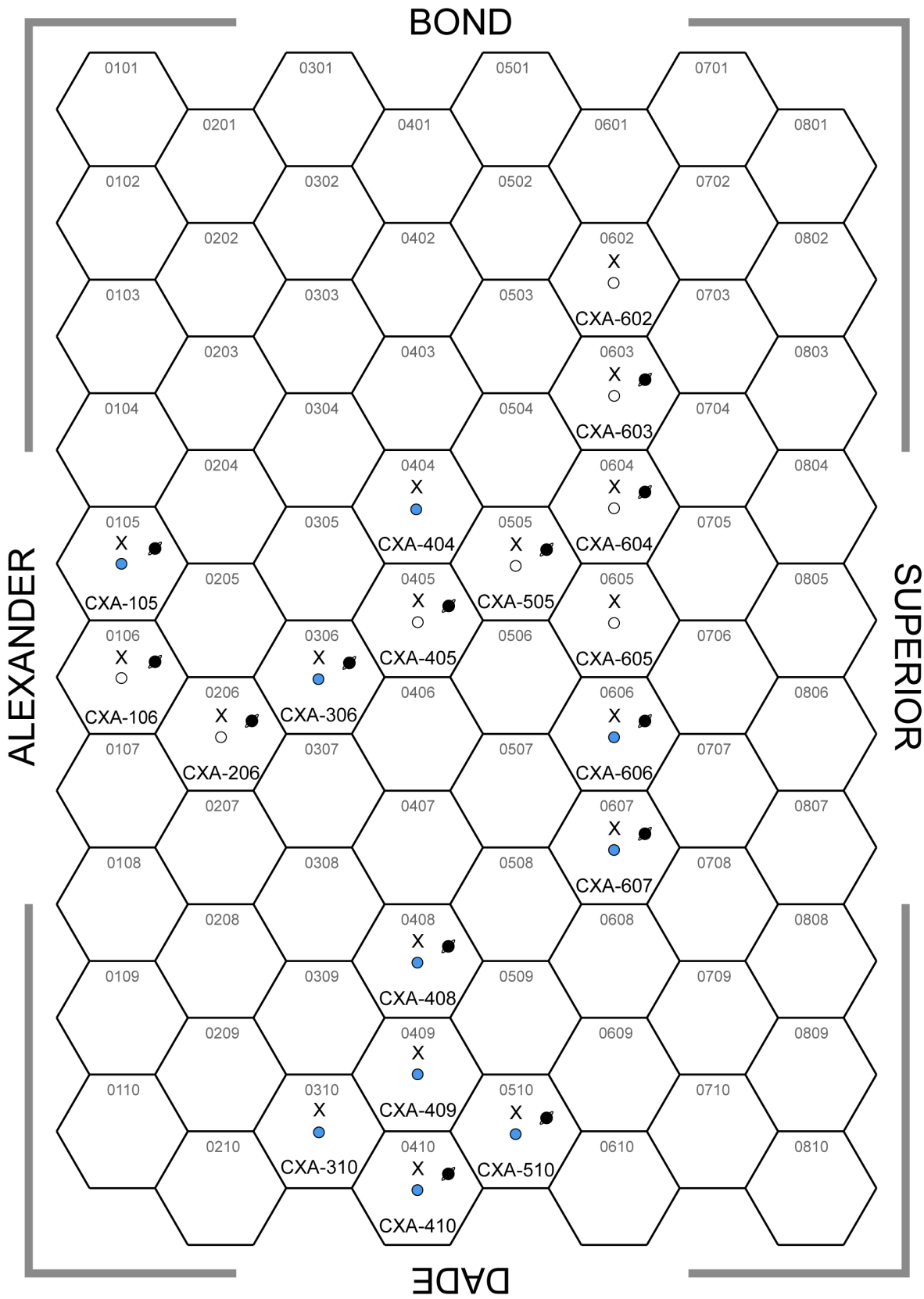
few who will ever do so. Most will refer to it as "the Hub system".

Along with the UWP (see p.472), each system is notated with "PBG". This is an abbreviation denoting the Population modifier, the number of asteroid belts in the system, and the number of gas giants within the system (see p.472).

Again, using the Hub system as an example, you will find that the PBG for the Hub system is "504". Noting that the Population code within Hub's UWP is "9", then this indicates that Hub is home to 5 billion people. The "B" is 0, so there are no significant asteroid belts within the Hub system. The "G" is 4 which indicates that the Hub system has four gas giants.




DELMARVA
SUPERIOR
FRANKLIN
WINSTON
DADE
SEQUOYAH
HUB
CASCADIA
BREMEN
ABSAROKA
ANHALT
LIPPE
HESSE
LUBECK
BADEN
SAXE


BOND
ALEXANDER
SUPERIOR
DADE
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0210
0310
0410
0510
0610
0710
0810
CXA-105
CXA-106
CXA-206
CXA-306
CXA-310
CXA-404
CXA-405
CXA-408
CXA-409
CXA-410
CXA-505
CXA-510
CXA-602
CXA-603
CXA-604
CXA-605
CXA-606
CXA-607

Delmarva (Subsector A)

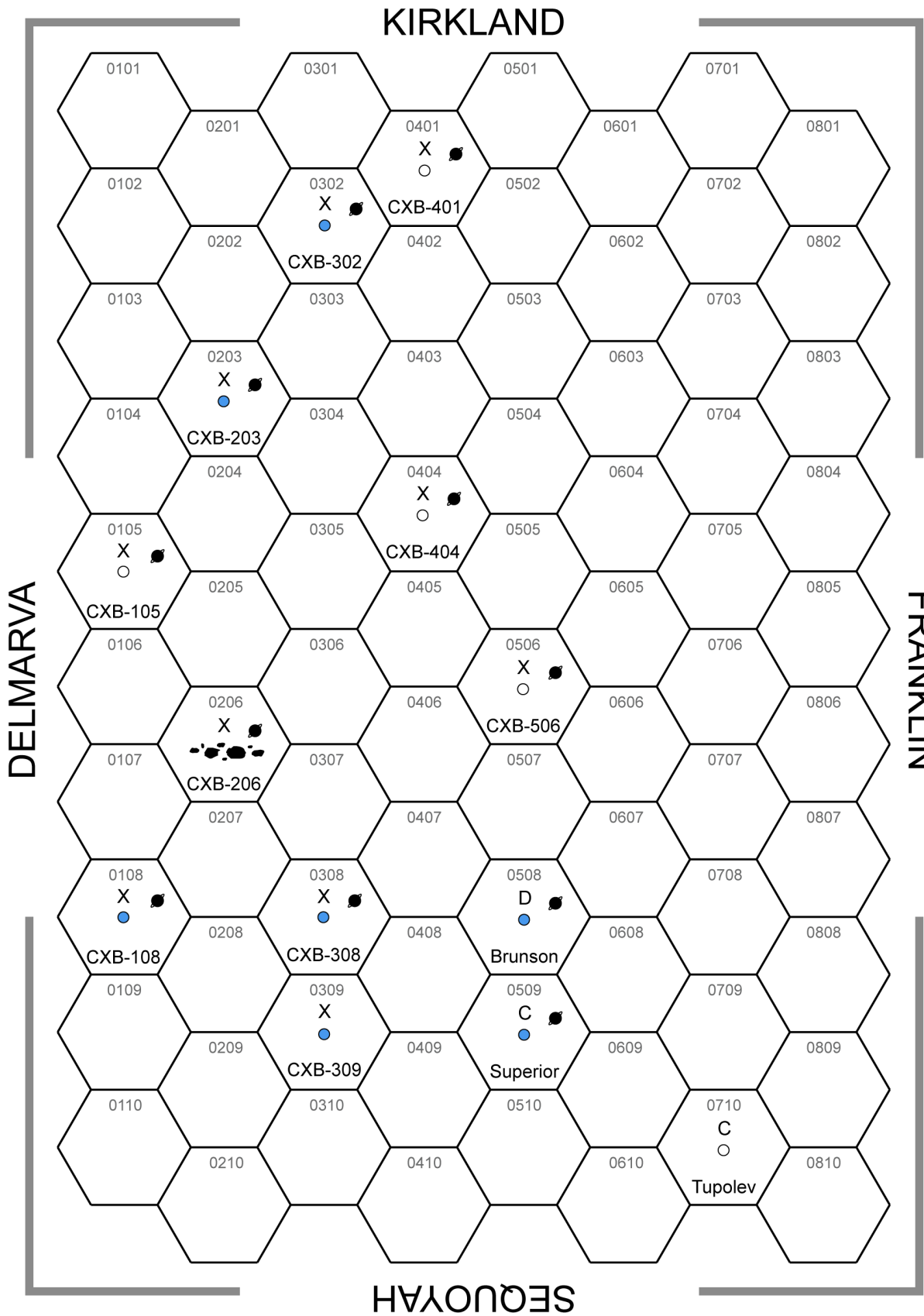
Hex	Name	UWP	PBG	Sun(s)
0105	CXA-105	X8D6000-0	023	G4 V M2 V
0106	CXA-106	X320000-0	021	G5 V
0206	CXA-206	X730000-0	031	F0 V M6 V
0306	CXA-306	X867000-0	003	F5 V M4 V M7 V
0310	CXA-310	X649000-0	030	K4 V K7 V
0404	CXA-404	X667000-0	030	M4 V
0405	CXA-405	X430000-0	001	M9 V
0408	CXA-408	X431000-0	011	M0 V
0409	CXA-409	X452000-0	000	M9 V
0410	CXA-410	X683000-0	032	G6 V
0505	CXA-505	X200000-0	002	M7 V
0510	CXA-510	XAC6000-0	022	G8 V
0602	CXA-602	X520000-0	000	M8 V M9 V
0603	CXA-603	X300000-0	002	K6 V M7 V
0604	CXA-604	X540000-0	001	M8 V
0605	CXA-605	X200000-0	000	M9 V
0606	CXA-606	X877000-0	002	M8 V M9 V
0607	CXA-607	X552000-0	004	K1 V

Delmarva is the rimward-spinward corner of the Clement Sector. While there are no colonies located here, the area has been surveyed for future colonization.

An initial survey was performed in 2328 by the United States Space Navy, ostensibly to pave the way for independent colonies. It was determined that CXA-606 would likely be the first of these worlds to be colonized. However, the Collapse three years later ended these plans.

Other than the USSN's exploratory mission into the subsector, no official missions have been sent into the subsector. There have been several recent attempts to colonize the rimward region of the subsector but, so far, no successful colonies are known to have been established.

Rumor has it that several pirate groups have established bases on several of these worlds. These rumors are supported by the increased pirate activity within Dade Subsector.


KIRKLAND
DELMARVA
FRANKLIN
SEQUOYAH
0101
0201
0301
0401
X
CXB-401
0501
0601
0701
0801
0102
0202
0302
X
CXB-302
0402
0502
0602
0702
0802
0103
0203
X
CXB-203
0303
0403
0503
0603
0703
0803
0104
0204
0304
0404
X
CXB-404
0504
0604
0704
0804
0105
X
CXB-105
0205
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0705
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0106
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CXB-206
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0707
0807
0108
X
CXB-108
0208
0308
X
CXB-308
0408
0508
D
Brunson
0608
0708
0808
0109
0209
0309
X
CXB-309
0409
0509
C
Superior
0609
0709
0809
0110
0210
0310
0410
0510
0610
0710
C
Tupolev
0810

Superior (Subsector B)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0105	CXB-105	X100000-0		003	M9 V
0108	CXB-108	X410000-0		031	G1 V
0203	CXB-203	X430000-0		032	M1 V
0206	CXB-206	X000000-0		004	M6 V
0302	CXB-302	X6AA000-0		003	G6 V
0308	CXB-308	X8C0000-0		034	G4 V K7 V
0309	CXB-309	X546000-0		000	M4 V M8 V
0401	CXB-401	X200000-0		032	M0 V M9 V
0404	CXB-404	X420000-0		002	M8 V
0506	CXB-506	X300000-0		001	G4 V
0508	Brunson	D8644A6-A	Ga Ni	402	G3 V
0509	Superior	C6655A7-A	Ag Ga Ni	521	G6 V M6 V
0710	Tupolev	C9C0411-A	De Ni	400	K2 V M1 V

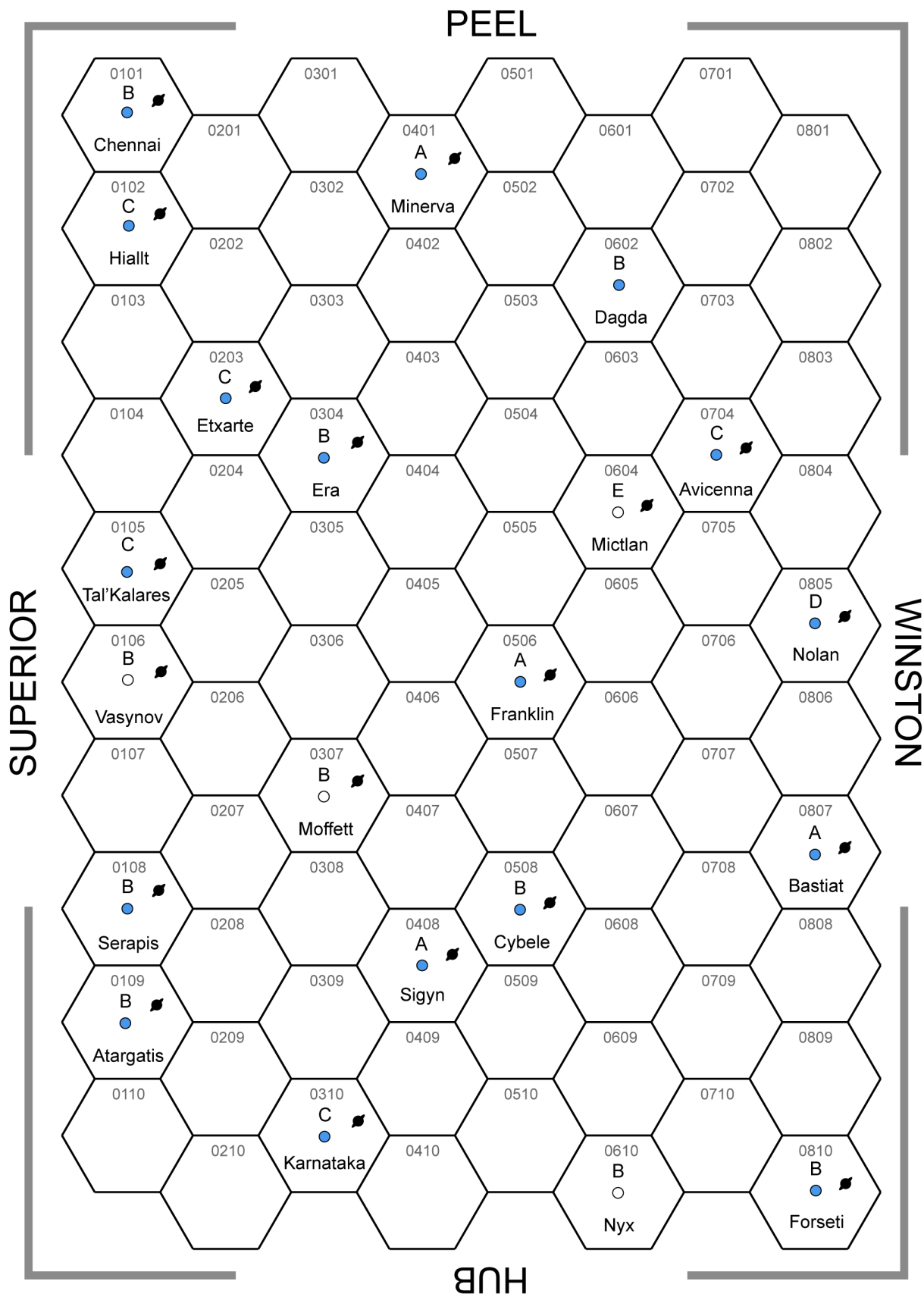
Each of the three colonies in the Superior subsector was founded within the last ten years. These colonies were founded by people largely from worlds in the Franklin subsector. It is the only subsector in which all the populated worlds were colonized following the Conduit Collapse.

Tupolev was the first to be settled. The original colony was sent to Tupolev to be a bridge between the Sequoyah and Franklin subsectors. Before this colony was founded, ships had to travel into the Hub subsector, through the Hub Federation, and then into Franklin. Before the Tupolev colony being founded, traveling from Penn (Sequoyah 0801) to Atargatis (Franklin 0109) would require several transits and a travel time of at least 45 days (discounting any layovers). With the foundation of the Tupolev colony, that time was cut to 14 days.

Superior was the next to be settled. Those who settled there were primarily outcasts from Chennai (Franklin 0101) who had formed a belief system which was not welcome on that world. Their leader, wishing to escape the social stigma, moved himself and his followers to this system. Since then, they have been joined by fellow believers from several other worlds becoming the fastest growing colony in this subsector.

Brunson is the newest of the three colonies. It was founded five years ago by a group who claimed they were led here by a mysterious artifact. This artifact claimed that the world was meant for habitation, and their leader, Arthur Kinkaid personally financed and led the expedition.

The remainder of the worlds in the subsector remains unsettled. Some of these worlds have been visited by humans while others have only had vessels pass through.


PEEL
SUPERIOR
WINSTON
HUB
0101 B Chennai
0102 C Hiallt
0103
0104
0105 C Tal'Kalares
0106 B Vasynov
0107
0108 B Serapis
0109 B Atargatis
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0203 C Etxarte
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0304 B Era
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0307 B Moffett
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0310 C Karnataka
0401 A Minerva
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0408 A Sigyn
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0506 A Franklin
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0508 B Cybele
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0602 B Dagda
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0604 E Mictlan
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0610 B Nyx
0701
0702
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0704 C Avicenna
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0802
0803
0804
0805 D Nolan
0806
0807 A Bastiat
0808
0809
0810 B Forseti

Franklin (Subsector C)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0101	Chennai	B567646-C	Ag Ga Ni Ri	823	G6 V
0102	Hiallt	C562647-B	Ni Ri	324	K2 V M6 V
0105	Tal'Kalares	CAD6835-B		423	G4 V
0106	Vasynov	B440624-A	De Ni Po	423	G2 V
0108	Serapis	B6686A7-A	Ag Ga Ni Ri	412	G9 V
0109	Atargatis	B7966B7-B	Ag Ga Ni	604	G6 V
0203	Etxarte	C9967A8-A	Ag Ga	433	K2 V
0304	Era	B668747-A	Ag Ga Ri	611	G8 V
0307	Moffett	B9B07B7-B	De	823	F7 V
0310	Karnataka	C863753-B	Ri	911	F2 V
0401	Minerva	A6698A6-B	Ri	213	G0 V
0408	Sigyn	A478688-B	Ag Ni	404	K6 V
0506	Franklin	A663896-B	Ri	422	G5 V
0508	Cybele	B577414-B	Ga Ni	352	G1 V M0 V
0602	Dagda	B679653-A	Ni	810	G4 V
0604	Mictlan	E310424-B	Ni	503	M6 II
0610	Nyx	B320445-B	De Ni Po	530	M0 V
0704	Avicenna	C679586-A	Ni	201	F0 V
0805	Nolan	D331522-A	Ni Po	334	K4 V
0807	Bastiat	A887744-B	Ag Ga Ri	211	F7 V
0810	Forseti	B4335A9-A	Po	501	K8 V

Following the settlement of systems in Hub and Cascadia, settlers began colonizing rimward from Hub into Franklin. Currently, all the systems in Franklin are settled.

Chennai is an Indian colony founded by the government of India in violation of the Independent Worlds Treaty of 2235. Chennai is a representative democracy with most of its power vested in the Chennai Parliament. Chennai remains allied with its fellow Indian colony, Karnataka. Chennai is the wealthier of the two colonies, but Karnataka continues to hold the larger navy.

Hiallt is a colony founded by an independent group hailing from Western Europe. The planet is ruled by the Duke of Hiallt, an elected position which remains in office for fifteen local years. The current Duke Edward Kinrys is nearing the end of his term, so the possibility of political change is high as his potential successor disagrees with many of the current Duke's policies. Duke Kinrys has been dedicated to keeping Hiallt detached from the interstellar community.

Tal'Kalares is ruled by Queen Luana Hollander (known locally as Luana I). Founded by an independent group from the United States, the Southern Alliance, and Quebec, the planet has a strong matriarchal government with an eye for possible expansionism though this has yet to be realized. The planet is famous for its high desert and low jungle and for the fact that the only confirmed alien technology to be found in Clement Sector was located here. Several metal objects of alien origin were located including an odd cylindrical object which emitted a holographic representation of the planet along with the spoken name "Tal Ka Lar Es". Since then, no other such artifacts have been located but this has not deterred several expeditions in search of more.

Vasynov is a colony founded by the Russian government in violation of the Independent Worlds Treaty of 2235. The planet is currently a participatory democracy with all decisions of the world being put to a vote of the populace with a регулятор or "controller" overseeing the votes. The

planet is most well-known for a hallucinatory drug, called "Water Dragon" which grows as a fungus in the underground aquifers of the planet.

Serapis is a world which was settled by an independent group with members hailing from the United Kingdom, Syria, and Iraq. Serapis is ruled by a dictator, Harlan Grant, who prevailed in a revolution against the original monarchy which was set up on the world. Grant refers to himself as "Brother Leader" and his troubled mental stability has led many to wonder about the future stability of the government.

Atargatis was founded by an independent group from the United States and the Pan-Islamic Caliphate. It is currently ruled by a military dictatorship under General Bibb Cochrane, which rose to power five standard years after the technocracy which founded the planet failed.

Etxarte is a world founded by Basque separatists escaping the Spanish dictatorship which rose in the late 22nd century. The world is currently ruled by King Juan Zuloaga who has ruled the planet for the past thirty years, only becoming bold enough to refer to himself as "King" within the last five standard years after building up the eighth largest naval force in the subsector. Zuloaga is highly distrustful of the governments of Tal'Kalares and Minerva.

Era is a popular tourist destination in the region. Here the colonists have chosen to live within re-enactments of several time periods in Earth history. Each continent on the world is a simulation of a different period. The world attracts millions of visitors each year.

Moffett is a world made up of floating cities within a carbon dioxide atmosphere and, while it is well-known for this, it is equally famous for the tendency of locals to name their children after inanimate objects. The planet was founded by an independent group from the midwestern United States who sought to escape what they considered political persecution. The planet was ruled by a democratic republic until 2314 when a coup replaced the republic with a dictator. The current dictator, Rock Kilpatrick, succeeded the first dictator and has ruled for the last eight standard years.

Karnataka was an Indian colony founded by the government of India in violation of the Independent Worlds Treaty of 2235. The world is currently allied with Chennai and is ruled by two rulers referred to as The Leader and The Judge. Karnataka, according to the *Wendy's Guide*, controls the 4th largest navy in the subsector which is made up of ships of the Indian Space Navy left behind after The Collapse.

Minerva is a world which was settled by independent groups from the United States, the Southern Alliance, The Republic of Texas, and Mexico. The planet was colonized by several disparate groups in city-states until a naval officer named Blake Wofford took control and brought the planet under his rule. Wofford has ruled Minerva for the past twenty-three standard years. Wofford firmly believes that other worlds could benefit from his rule and has amassed a strong navy as well as allying himself with Ariel (Peel 0608) and establishing strong relations with Dagda. Many believe that Wofford's goal is to set up the sector's second interstellar polity with him at the head.

Sigyn is a colony founded by a group of settlers from Norway, Iceland, and Sweden with the backing of the government of the Union of Scandinavia. Most believe that this was a way to establish a colony in Franklin Subsector and remain in the letter of the Independent Worlds Treaty of 2235 if not the intent. Sigyn is currently ruled by a civil service bureaucracy and consists of several scattered farming communities. Sigyn has a strong relationship with the Blaylock Mining Corporation.

Franklin is a world founded by a group of Reformed Catholics from the United States and Canada who wanted to establish a theocracy and later joined by a group of Russians escaping their government. The world is ruled by the Prime Council which is made up of the heads of the 132 departments of the bureaucracy.

Cybele is a world which is under the control of the Blaylock Mining Corporation. The entire system is dedicated to mining with the corporation's main offices located on Cybele. The corporation also has strong ties with the world of Sigyn.

Dagda is a world founded by an independent group with members originating in Scotland and Ireland. The world is currently ruled by a group referred to as "The Fifteen" who are believed to be the fifteen wisest members of their society. The government maintains close relations with Minerva in order to stave off what they see as a threat from the large space navy of Franklin.

Mictlan is a world founded by an independent group from the nation of Mexico. The world is a participatory democracy with all decisions made by a vote of all members of the populace older than twelve standard years. There are several pirate groups which have called the system home and this has resulted in the Franklin Space Navy making incursions into the system to stop this. These moves have pressed the Mictlanis into closer relations with Minerva as most of the local populace see Franklin as a larger threat than the pirates.

Nyx is a world which was settled by two independent groups, one from the United States and the other from India. These groups have come together to form a world government known as the Nyx General Assembly. The planet has strong ties to both Blaylock Mining Corporation and Egata Mining Corporation, both of which they rely upon for most of their system's defense.

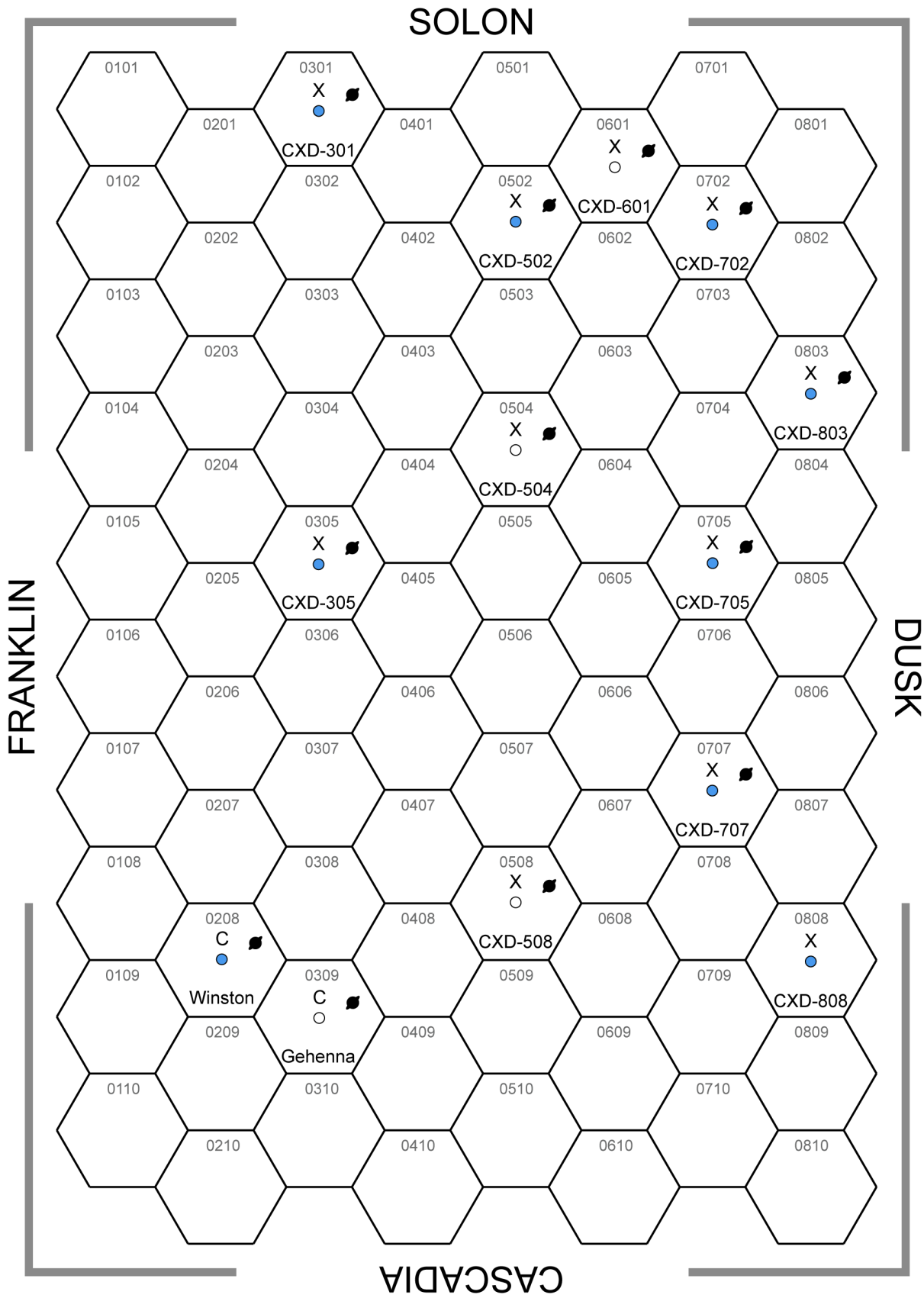
Avicenna is a world established by independent groups from the United States, the United Kingdom, and Greece as well as a larger group of colonists backed by the French government. The population has since melded into a single culture with a meritocracy in control of the planet and seeks to stay neutral in interstellar affairs.

Nolan is a world founded by a group from the United States, New Zealand, and Iran. The joint culture is ruled by a participatory democracy. The world is famous for the cultural love of deception and pranks. The population of the world generally delights in crafting detailed lies to fool visitors and entertain each other.

Bastiat is a world founded by an independent group from the United States, the Southern Alliance, the Republic of Texas, Quebec, and Canada that were dedicated to libertarian ideals, atheism, and minimal government. The planet is known to be friendly to corporations and several, such as Foreign Nobility Computers, Sorenson Metals, and Diamond Enterprises have their headquarters on the planet.

Bastiat's atheism often puts it at odds with Franklin and its involvement with expansionism in Winston Subsector has put neighboring worlds ill at ease. The Bastiati government colonized the mining colony of Gehenna (Winston 0309) and has sent military resources and personnel to Winston (Winston 0208) to support the military dictatorship there.

Forseti is a world settled by an independent group from Belgium, Germany, and The Netherlands. Originally set up as a representative republic, the government fell to Empress Hitje Lenstra who, at the age of sixty-five, still rules the planet. Visitors are not welcome to the world and will often be followed or shadowed by armed agents of the government.


FRANKLIN
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C
Winston
0209
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0301
X
CXD-301
0302
0303
0304
0305
X
CXD-305
0306
0307
0308
0309
C
Gehenna
0310
0401
0402
0403
0404
0405
0406
0407
0408
0409
0410
0501
0502
X
CXD-502
0503
0504
X
CXD-504
0505
0506
0507
0508
X
CXD-508
0509
0510
0601
X
CXD-601
0602
0603
0604
0605
0606
0607
0608
0609
0610
0701
0702
X
CXD-702
0703
0704
0705
X
CXD-705
0706
0707
X
CXD-707
0708
0709
0710
0801
0802
0803
X
CXD-803
0804
0805
0806
0807
0808
X
CXD-808
0809
0810
SOLON
DUSK
CASCADIA

Winston (Subsector D)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0208	Winston	C6796A7-B	Ni	401	K4 V
0301	CXD-301	X668000-0		034	A6 V
0305	CXD-305	X77A000-0		002	M7 V
0309	Gehenna	C7B0425-A	De Ni	523	F0 V
0502	CXD-502	X775000-0		021	M5 V M8 V
0504	CXD-504	X7B0000-0		022	M3 V M7 V
0508	CXD-508	X100000-0		001	M9 V
0601	CXD-601	X430000-0		001	K3 V K3 V
0702	CXD-702	X861000-0		023	G5 V F7 V
0705	CXD-705	X867000-0		002	M1 V
0707	CXD-707	X562000-0		002	K7 V
0803	CXD-803	X688000-0		003	G5 V M0 V
0808	CXD-808	X200000-0		000	M6 V

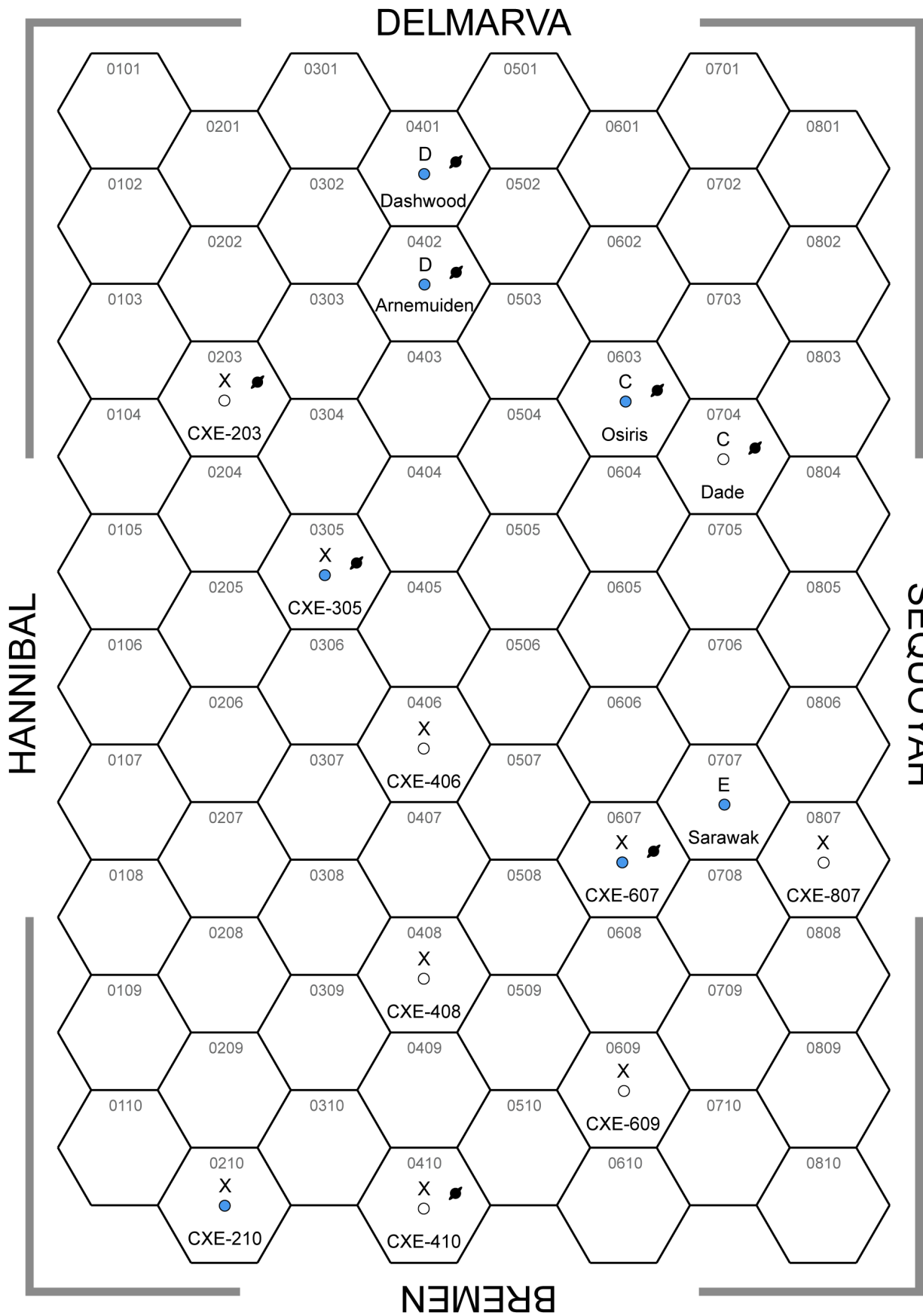
Only two worlds in Winston subsector have been settled: Winston and Gehenna. Recent attempts have been made to seed new colonies, but so far these attempts have been unsuccessful. The most recent attempt on **CXD-707** ended in tragedy.

Winston is a somewhat cold world covered mostly in water and ice. The dictator Mary Webster holds control of the colony's government which is situated on a large island on the planet's surface. She currently maintains her power through troops sent by Bastiat (Franklin 0807) to protect their interests in the system.

Gehenna is a moon of a large gas giant. The moon is ruled by a small representative republic consisting of settlers originating from Bastiat (Franklin 0807). The entire population lives within a station which is orbiting the moon.

In mid-2342, crewmembers of the *MV George C. Minter* reported to the Winston government that they had located remnants of an alien civilization in the **CXD-705** system. These reports have yet to be confirmed though there have also been rumors of a pirate base called The Refuge in the system as well.

CXD-803 has similar rumors floating about it as well. Rumors persist that pirates have established a waystation there along a route which they call *"The Slide"* which leads from Refuge into Tranquility Sector through Ptolemy Sector and on into Ariel Sector. Those who insist that a pirate base is there say the pirates have named CXD-803c "Glencoe".


DELMARVA
HANNIBAL
SEQUOYAH
BREMEN
0101
0201
0301
0401
D
Dashwood
0501
0601
0701
0801
0102
0202
0302
0402
D
Arnemuiden
0502
0602
0702
0802
0103
0203
X
CXE-203
0303
0403
0503
0603
C
Osiris
0703
0803
0104
0204
0304
0404
0504
0604
0704
C
Dade
0804
0105
0205
0305
X
CXE-305
0405
0505
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0206
0306
0406
X
CXE-406
0506
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0706
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0207
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X
CXE-607
0707
E
Sarawak
0807
X
CXE-807
0108
0208
0308
0408
X
CXE-408
0508
0608
0708
0808
0109
0209
0309
0409
0509
0609
X
CXE-609
0709
0809
0110
0210
X
CXE-210
0310
0410
X
CXE-410
0510
0610
0710
0810

Dade (Subsector E)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0203	CXE-203	X300000-0		002	M8 V
0210	CXE-210	X510000-0		020	G2 V
0305	CXE-305	X668000-0		021	M2 V
0401	Dashwood	D666522-A	Ag Ga Ni	201	G1 V
0402	Arnemuiden	D79A334-A	Lo Wa	411	K9 V
0406	CXE-406	X300000-0		000	K6 V
0408	CXE-408	X100000-0		010	K6 V M7 V
0410	CXE-410	X100000-0		001	M3 V M9 V
0603	Osiris	C667525-A	Ag Ga Ni	221	G3 V
0607	CXE-607	X531000-0		032	M5 V
0609	CXE-609	X300000-0		000	M8 V M9 V
0704	Dade	C420314-A	De Lo Po	111	M4 V
0707	Sarawak	E762225-A		800	M3 V M5 V
0807	CXE-807	X410000-0		010	M4 V

The Dade subsector was settled beginning in mid-2322 with Dade being the first colony. Over the next eight years, Osiris, Arnemuiden, and Dashwood soon followed. The final two colonies were settled in 2331 at CXE-807 and Sarawak.

Tragedy struck in 2340 when the colony which had been placed in the **CXE-807** system was lost. The colony was what is referred to as a "starter orbital colony". Several large cargo vessels were placed in the system near what would soon be the mainworld. All had seemed fine when the last visitors to the colony left the system, but when more arrived they discovered that the colony had been almost completely obliterated. The exact fate of the colony remains a mystery.

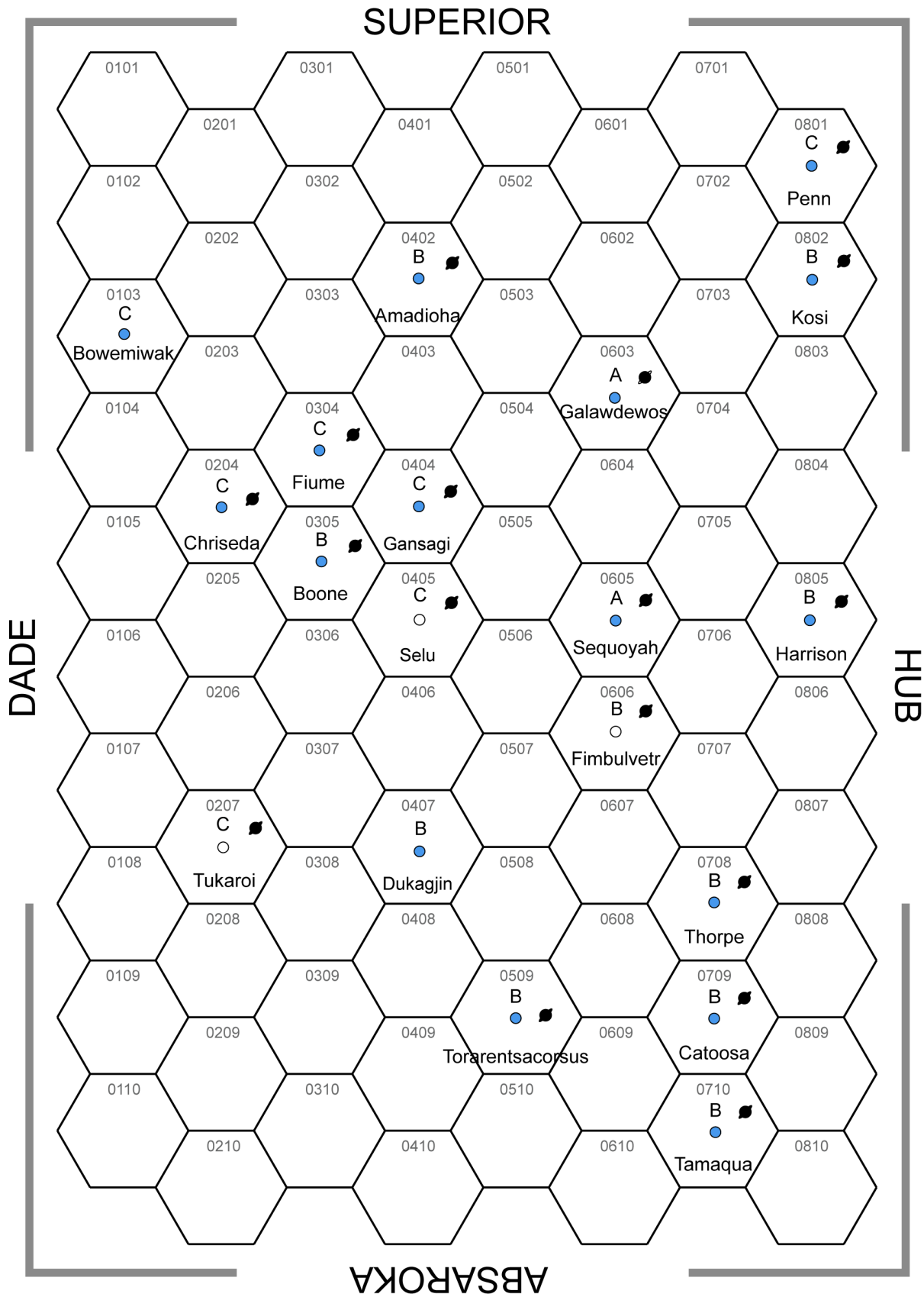
However, some believe it was the desire for the colonists on **Sarawak** to remain separated from the rest of Clement Sector society that was to blame. Sarawak is now effectively cut off from the remainder of the sector, at least until someone replaces the CXE-807 colony.

Dade is a similar colony as that which was placed in the CXE-807 system. The colony is still thriving as a bridge world between Bowemiwak (Sequoyah 0103) and Osiris (Dade 0603).

Osiris is home to 230,000 people which is the largest population in the subsector. Founded in 2326, Osiris has a distinct class structure which is well-known for placing visitors to the system at a disadvantage.

Arnemuiden was settled in 2327. It is the refuge of several thousand people from the Hub Federation who followed a politician who had suffered a devastating defeat. Arnemuiden is a water world with only a few islands for people to call home.

Dashwood was settled in 2330. The world has the second largest population with over 220,000 people calling the system home. Dashwood is the fastest growing of the settlements in Dade Subsector with many who wish to explore or colonize nearby Delmarva Subsector or Leonidas Sector using the world as a base of operations.


SUPERIOR
DADE
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Amadioha
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0802
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Kosi
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Bowemiwak
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A
Galawdewos
0703
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0204
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Chriseda
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Fiume
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Gansagi
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0704
0804
0105
0205
0305
B
Boone
0405
C
Selu
0505
0605
A
Sequoyah
0705
0805
B
Harrison
0106
0206
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B
Fimbulvetr
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C
Tukaroi
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Thorpe
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0509
B
Torarentsacorsus
0609
0709
B
Catoosa
0809
0110
0210
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0710
B
Tamaqua
0810

Sequoyah (Subsector F)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0103	Bowemiwak	C866586-B	Ag Ga Ni	430	M1 III
0204	Chriseda	C656744-B	Ag Ga Ri	421	K5 V M8 V
0207	Tukaroi	C1004AA-A	Na Ni Va	211	F5 V
0304	Fiume	C663586-A	Ni	721	M6 V
0305	Boone	B977846-B	Ag Ga	621	G2 V
0402	Amadioha	B577653-B	Ga	303	M9 V M9 V
0404	Gansagi	C955624-B	Ag Ga	331	M7 V
0405	Selu	C7B0314-B	De Ni	823	M7 V M9 V
0407	Dukagjin	B200436-B	Ni Va	210	M1 V
0509	Torarentsacorsus	B555655-B	Ag Ga	711	A8 IV M3 V
0603	Galawdewos	A7C1645-B	Ni	823	M3 III
0605	Sequoyah	A6788A6-B	Ga	613	G2 V M6 V
0606	Fimbulvetr	B460556-A	De Ni Po	622	G5 V M6 V
0708	Thorpe	B9977B9-A	Ga	511	M5 V M7 V
0709	Catoosa	B5004A6-A	Ni Va	832	M1 V M5 V
0710	Tamaqua	B664521-A	Ag Ga Ni	521	G1 V
0801	Penn	C663446-A	Ni	102	K7 V M2 V
0802	Kosi	BA747AA-A	Ag Ga	622	M3 V M6 V
0805	Harrison	B674844-B	Ga	623	G1 V

Sequoyah is the most recent of the subsectors to be fully colonized. Though cordoned off from colonization by Earth-based nations by the Independent Worlds Treaty of 2235, several nations violated the treaty. Most prominent was the United States who settled several worlds in the subsector.

Bowemiwak was settled by people who disliked the political policies of The Republic of Texas. It is currently ruled by the Bowemiwak Colonization Council (BCC) who helped settle the world. Bowemiwak is on good terms with Chriseda, a nearby world which was settled by similar dissidents from The Southern Alliance.

Chriseda was settled by a group of people from the states which make up The Southern Alliance. Dissatisfied with the political realities of the nation, the original colonizers of Chriseda set out to form a new civilization. The world is ruled by an elected government of 51 members of The House of Representation.

Tukaroi was established as a "bridge world" with the intention of making the world a waystation for those that the settlers imagined would be coming through to create colonies in the nearby Dade Subsector and beyond. This hasn't worked out for them, and they are currently ruled by a dictator with little interest in engaging with the interstellar community.

Fiume was settled by an independent group from Italy, Slovenia, and Croatia with limited backing from the governments of those three nations. The planet is ruled by a system of participatory socialism with smaller governmental structures called "nidos". The planet has recently established strong connections to Chriseda.

Boone was founded as a colony of the United States in violation of the Independent Worlds Treaty of 2235. Boone has established strong relationships with the governments of Bowemiwak, Chriseda, Dade, and Gansagi and has a somewhat strained relationship with Sequoyah. Boone has the largest navy and the most powerful economy in the subsector and most believe that the planet's government will likely try to dominate the subsector at some point in the near future.

Amadioha is a world settled by individual colonists of Igbo from the nation of Nigeria who were seeking their independence in Clement Sector. They are currently ruled by a council of seven men who call themselves the Ochichi who determine the laws and settle disputes.

Gansagi was originally a US colony that has been ruled by a participatory democracy since The Collapse in 2331. Though the Governor made a large show of cutting ties with the United States after The Collapse, he maintains cordial relations with the Boone government and has accepted aid from them.

Selu is the property of the Bridges Unlimited corporation. The orbital colony built by the corporation orbits Selu, a moon of the gas giant Yowa.

Dukagjin is a rocky, airless planet with a population of approximately twenty thousand people. The settlement was founded by a wealthy Albanian family who have set themselves up as the royal family of the planet with all others working for them.

Torarentsacorsus was founded as a colony by the Canadian government in violation of the Independent Worlds Treaty of 2235. The planet remained a Canadian colony with the colonial governor remaining in power after The Collapse with the hopes that The Conduit would be reopened. In 2334, the colonial governor stepped down in favor of a ruling council which oversees the planet and maintain the world's strict neutrality policy.

Galawdewos is a dry, rocky world which was founded as a colony of the Ethiopian government in violation of the Independent Worlds Treaty of 2235. The world was ruled by a colonial governor until 2332 when the governor declared the world would be independent of Ethiopia. A new government was formed which is a parliamentary republic.

Sequoyah is a temperate world with a complicated history. Founded in the 2200s by a group of Cherokee hailing from the Southern Alliance and the Republic of Texas, the planet has prospered as a colony due to both its astrographic position and mineral wealth. Both the US and the Southern Alliance courted the Sequoyahan government, with the US gaining control of the colony. As a US colony, Sequoyah received aid and support from the United States and retains a large portion of the naval force which was there to protect the planet.

While the Cherokee have since become a minority on the planet, those who have come to the planet have assimilated to the Cherokee culture. The planet is currently ruled by a dictator, a Sequoyah-born US naval officer who changed his name to Guwisguwi, who won free elections when the US colonial governor held them in 2334 following The Collapse.

Fimbulvetr is a dry world colonized by the government of The Union of Scandinavia in violation of the Independent Worlds Treaty of 2235. The mineral-rich planet was established as a mining colony for the Union government. While many colonies in Earth Sector were held by the individual governments of the Union, Fimbulvetr was jointly held with an appointed governor overseeing the planet. Following the Collapse in 2331, the planet instituted a five-person council which rules the planet.

Thorpe is a world colonized by the British government in violation of the Independent Worlds Treaty of 2235. Following The Collapse in 2331, the colonial governor, Charles Baldwin, declared that things would remain stable and unchanged as they awaited the reopening of The Conduit. Baldwin stepped down in 2340 and turned over the reins of power to his successor, Brenda Lawford. Thorpe has recently seen an influx of immigrants from Wellington (Hub 0406) who believe that the formation of the German-British Hub Federation is a betrayal.

Catoosa was founded as a mining colony by the Tisdale Mining Corporation in 2263. Following the demise of the company in 2306, the workers, under the leadership of Gideon Shaw, took control of the planet. Shaw is now the absolute ruler of the system and has worked out trade deals with the Egata Mining Corporation. Shaw has warm relations with the government of Tamaqua which sent aid to the rebellious workers during the crisis.

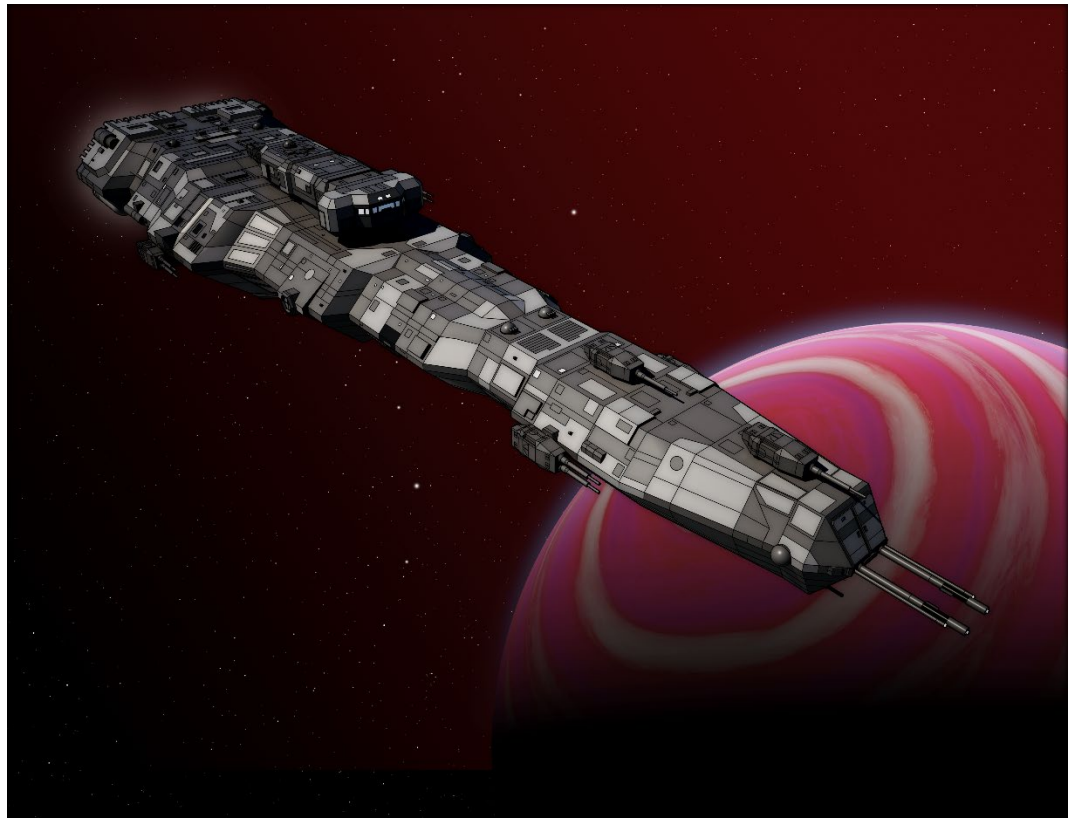
Tamaqua was intended to be a joint colony of the United States and Canada, but The Collapse occurred as the planet was being colonized and the inhabitants worked out a participatory democracy which still rules the planet today. Tamaqua holds close relations with the government of Catoosa which they aided during their standoff against Tisdale Mining.

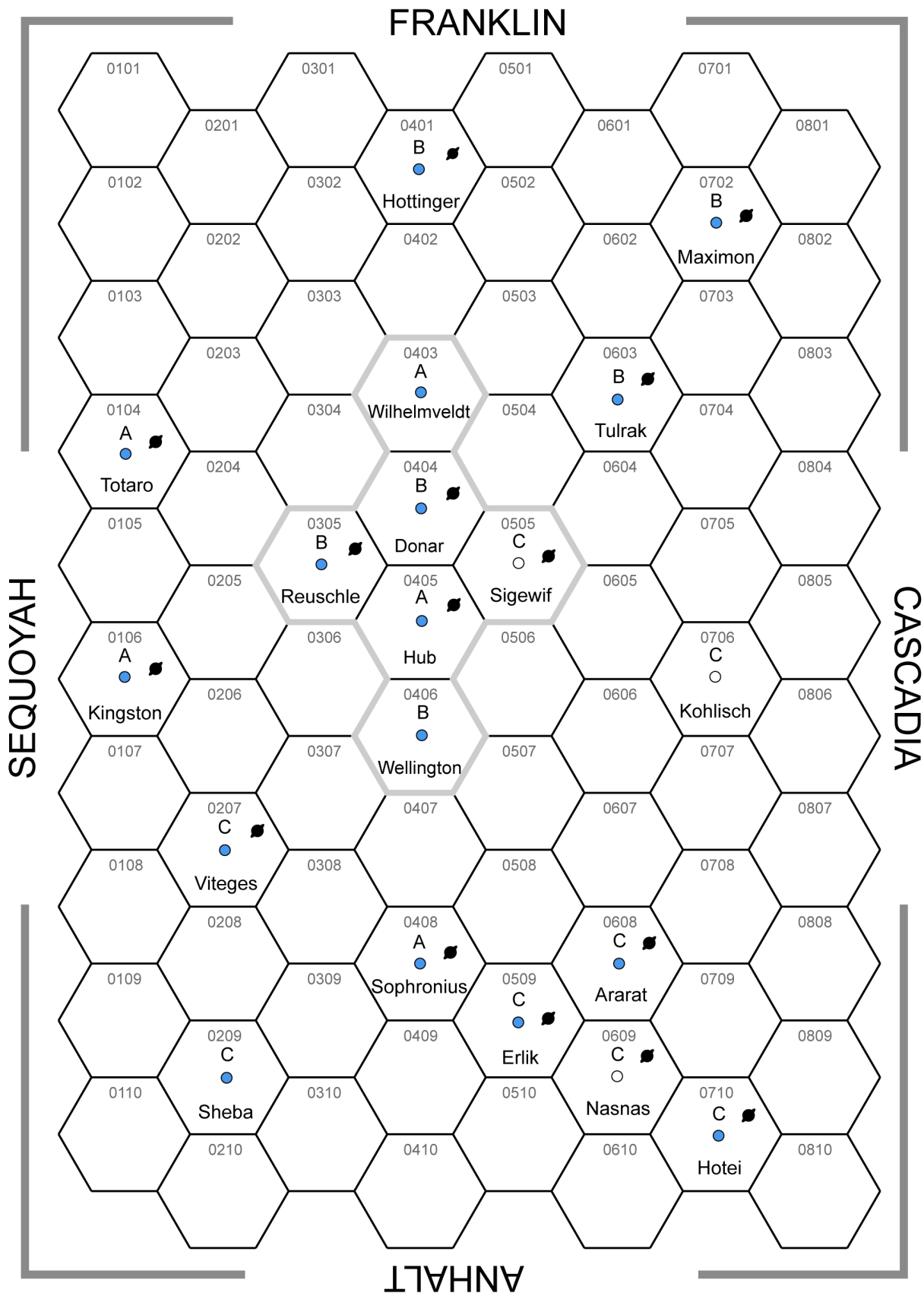
Penn was settled in 2330 only a few months before Clement Sector lost contact with Earth Sector due to The Collapse. The settlers arrived from the central United States, but the world had already been claimed in full by The British who had yet to send more than a token presence. The British government had stated their intention to send troops to remove the Americans, but The Collapse happened before orders could be sent. Penn is currently ruled by an elected tribunal set up by the colonists after The Collapse.

Kosi was settled by Budrani Industries with the support of the Indian government. Following poor treatment by Budrani, the workers rebelled against the corporation in 2319. India removed their support of the corporation after learning that Budrani had done little to help the workers during an outbreak of a native disease. The worker rebellion was led by Venkata Sengupta who continues to rule the planet today.

Harrison is a temperate world founded as a colony of the Southern Alliance in 2216 prior to the Independent Worlds Treaty of 2235. Harrison was established as a full state of the Southern Alliance in 2219 and, following The Collapse in 2331, the state government simply continued as the primary government making the state governor the planetary president.

Harrison has a close relationship with The Hub Federation forged by a fear of Sequoyah, Boone, and Kingston (Hub 0106). Harrison maintains a strict no cyberware policy due to the fear of being overrun by Caxtonists from Kingston.




FRANKLIN
SEQUOYAH
CASCADIA
ANHALT
0101
0201
0301
0401
B
Hottinger
0501
0601
0701
0801
0102
0302
0502
0702
B
Maximon
0202
0402
0602
0802
0103
0303
0503
0703
0203
0403
A
Wilhelmveldt
0603
B
Tulrak
0803
0104
A
Totaro
0304
0504
0704
0204
0404
B
Donar
0604
0804
0105
0305
B
Reuschle
0505
C
Sigewif
0705
0205
0405
A
Hub
0605
0805
0106
A
Kingston
0306
0506
0706
C
Kohlisch
0206
0406
B
Wellington
0606
0806
0107
0307
0507
0707
0207
C
Viteges
0407
0607
0807
0108
0308
0508
0708
0208
0408
A
Sophronius
0608
C
Ararat
0808
0109
0309
0509
C
Erlik
0709
0209
C
Sheba
0409
0609
C
Nasnas
0809
0110
0310
0510
0710
C
Hotei
0210
0410
0610
0810

Hub (Subsector G)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0104	Totaro	A762743-B	Ag Ri	712	K7 V
0106	Kingston	A8868DA-A	Ga Ri	821	G7 V
0207	Viteges	C563554-A	Ni	531	M8 V
0209	Sheba	C762433-A	Ni	500	M6 V M6 V
0305	Reuschle	B965725-B	Ag Ga Ri	103	M2 V
0401	Hottinger	B767886-A	Ga Ri	603	G6 V
0403	Wilhelmveldt	A664837-B	Ga Ri	630	G8 V
0404	Donar	B9668A6-B	Ga Ri	333	K2 V
0405	Hub	A565946-B	Ga Hi	504	K7 V
0406	Wellington	B572643-A	Ni	900	M5 V M5 V M5 V
0408	Sophronius	A864876-B	Ga Ri	403	A8 V G2 V
0505	Sigewif	C320367-B	De Lo Po	610	K3 V
0509	Erlik	C764735-A	Ag Ga Ri	522	K3 V
0603	Tulrakh	B5646A7-B	Ag Ga Ri	421	F4 V
0608	Ararat	C799546-A	Ni	302	F9 V
0609	Nasnas	C440646-A	De Ni Po	201	K6 V
0702	Maximon	B865846-B	Ga Ri	314	K5 V
0706	Kohlisch	C420546-A	De Ni Po	500	M4 V
0710	Hotei	C9965B8-A	Ag Ga Ri	511	M5 V M7 V

Hub Subsector is the location of the first settlements in Clement Sector. The Conduit first brought German scientists and later settlers across from Epsilon Eridani in 2210. The Conduit stayed open from 2210 to 2331 allowing for an influx of settlers to worlds across Clement Sector. The subsector is also home to the only interstellar government in Clement Sector, **The Hub Federation**. Despite having a lot of military power derived from British and German forces banding together as well as their own shipyards, this loose connection of worlds is often regarded as weak by its neighboring worlds due to the political indecision which is often present.

The Hub Federation angered some of its neighbors in 2338 when the Federation used its military power for the first time outside its borders in an assault on the world Baol in the Tulrakh system (Hub 0603). This has many governments in the subsector wondering if they may need to forge a similar alliance to contain them.

Totaro was settled by an independent group of colonists with connections to the Japanese government. While not strictly a Japanese colony, the government gave support to the colony and within a few years of the planet being established regularly sent elements of the Japanese Space Navy to defend the system. Some of that force remains today as the core of the Totaro Space Defense Force.

Kingston is ruled by a religious dictatorship based on a cybernetic religion known as Caxtonism (see p.635). Caxtonists have vowed to spread their religion, by force if necessary, to all the inhabited worlds of Clement Sector. This fervor has made them a threat to their neighbors.

Viteges is a frozen world ruled by a technocracy made up of several professional scientists. These scientists removed the Debelles, a wealthy French family who had colonized the world in order to make themselves rulers. They were deposed in 2332 following The Collapse. The technocracy, largely in fear of Kingston, maintains solid relations with the Federation.

Sheba is a temperate world ruled by the Sheba family, a wealthy English and French family who colonized the planet and set themselves up as a royal family. Everyone who lives on the planet,

over fifty thousand people, work for the Sheba family. The Sheba family has proposed an alliance of worlds in the Sophronius region to stand against The Hub Federation but this yet to come to fruition.

Reuschle is a world that was colonized by the Germans, the British, and the Japanese. Today, it is one of the worlds of the Hub Federation and has become a blending of those three cultures.

Hottinger is a warm world setting by an independent group of Europeans set on making a better life for themselves. The planet is ruled by a single party government which features several levels of party-controlled bureaucracy.

Wilhelmveldt is a world which was settled by a wealthy German family claiming to be descendants of the Hohenzollern dynasty. The planet was named for the head of the family at the time of the colonization and the leadership of the planet has since descended to his Wilhelm's daughter, Sophia, who refers to herself as the Kaiser of the planet. It is currently a member of The Hub Federation.

Donar is a world that was settled by British, Irish, Canadian, and American colonists in the earliest days of colonization. The planet was intended to be ruled by an elite council representing all of the cultures, but this ended in 2324 when the government was usurped by Cyrus Hopkins. Hopkins rules the world as a dictator but joined The Hub Federation quickly after it was formed.

Hub is the location of the first settlement in Clement Sector as well as the location where the Conduit, a wormhole between Clement Sector and Earth Sector, once existed until The Collapse of 2331. The planet was settled by German and British colonists and is the location of the capital of The Hub Federation.

Wellington is a frozen world settled by the British in the earliest days of the colonization of Clement Sector. It is ruled by a representative republic and is a leading world of The Hub Federation.

Sophronius is the location of the first colony in Clement Sector placed by the United States government. Following The Collapse, the governor of the planet, Braydon Swanson, attempted to set himself up a dictator of the planet taking on a number of emergency powers. This was met by resistance from several groups and an armed conflict broke out which remains in full swing today.

Erlik is a patriarchal colony that was created by an independent group from Mongolia. The planet is ruled by an elite group called The Seven made up of the heads of the seven most powerful families on the planet. Erlik is perhaps best-known for Torla, an intoxicating syrup made from the sap of the Trolap tree.

Tulrakh is a planet settled by West Africans in concert with the government of Nigeria. Originally set up as a democratic republic, the government was overthrown by a military coup which was, in turn, overthrown by the current dictator Ezio Diabate. The planet is best-known for the production of the drug Starlight. Starlight is a hallucinogen that most often gives a "points of light" effect to the user's vision along with feelings of euphoria.

Diabate is also known to give aid and comfort to pirate groups operating in the subsector. For this reason, in 2238, The Hub Federation made an incursion into Tulrakhian space attacking a pirate base on the planet Baol. This attack has angered many in the interstellar community.

Ararat is a representative republic set up by an independent group from the Pan-Islamic Caliphate, specifically the former nations of Turkey and Syria. The planet's surface is mostly covered in water with a single mountainous island where the inhabitants of the planet live.

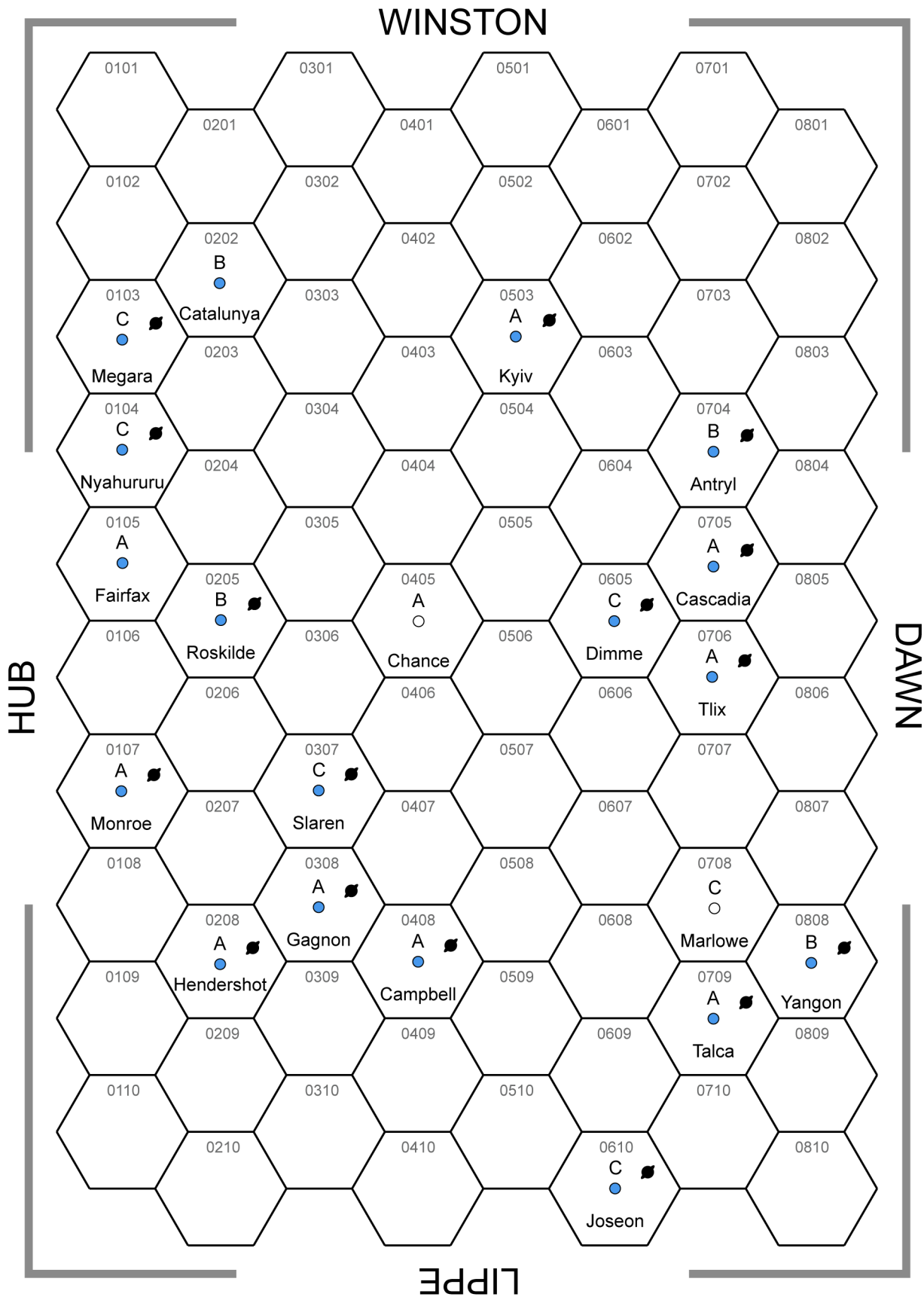
Nasnas is a representative democracy settled by an independent group from the Pan-Islamic Caliphate, mainly from the former nations of Egypt and Jordan. Nasians are well-known for their dedication, some would say obsession, with personal safety.

Maximon is a colony established by a group from Mexico and Belize which was backed by the Mexican government. The planet is currently ruled by a democratic republic. The Maximonian government, following The Collapse, see themselves as the defenders of independence in the

subsector and, while they had their own problems with the Tulrakhi government, vehemently opposed the Hub Federation attack on Baol.

Kohlisch is a colony that was placed by a corporation calling themselves the "Waystation Corporation". Following the establishment of the planet, the corporation transitioned into a planetary government which makes most of its money from selling fuel and supplies to those going to and from Cascadia Subsector. The planetary government has been working closely with The Hub Federation and many foresee Kohlisch becoming part of The Federation soon.

Hotei is a colony founded by the Japanese government. Following The Collapse, the planetary governor took on emergency powers and ruled the planet until his death in 2340. By popular demand, the governor's son, Takuma Okada, took on the reins of power.


WINSTON
HUB
DAWN
LIPPE
0101
0201
0301
0401
0501
0601
0701
0801
0102
0202
B
Catalunya
0302
0402
0502
0602
0702
0802
0103
C
Megara
0203
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Kyiv
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0703
0803
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C
Nyahururu
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0304
0404
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0704
B
Antryl
0804
0105
A
Fairfax
0205
B
Roskilde
0305
0405
A
Chance
0505
0605
C
Dimme
0705
A
Cascadia
0805
0106
0206
0306
0406
0506
0606
0706
A
Tlix
0806
0107
A
Monroe
0207
0307
C
Slaren
0407
0507
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0807
0108
0208
A
Hendershot
0308
A
Gagnon
0408
A
Campbell
0508
0608
0708
C
Marlowe
0808
B
Yangon
0109
0209
0309
0409
0509
0609
0709
A
Talca
0809
0110
0210
0310
0410
0510
0610
C
Joseon
0710
0810

Cascadia (Subsector H)

Hex	Name	UWP	Trade Codes	PBG	Star(s)
0103	Megara	C9887B7-A	Ag Ga Ri	321	G4 V
0104	Nyahururu	C6628A7-A	Ri	623	G0 V
0105	Fairfax	A685745-A	Ag Ga Ri	530	K4 V
0107	Monroe	A745988-B	Ga Hi In	920	M1 V M1 V
0202	Catalunya	B788844-A	Ga Ri	531	G2 V
0205	Roskilde	B7988D8-A	Ga	934	G3 V
0208	Hendershot	A866748-B	Ag Ga Ri	501	K0 V M5 V
0307	Slaren	C665615-A	Ag Ga Ni Ri	213	G3 V
0308	Gagnon	A7667A5-B	Ag Ga Ri	624	G9 V
0405	Chance	A200612-B	Na Ni Va	200	MD
0408	Campbell	A556886-B	Ga	511	G3 V
0503	Kyiv	A6638AA-B	Ri	623	F0 V
0605	Dimme	C786842-A	Ri	703	G0 IV
0610	Joseon	C767647-A	Ag Ga Ni Ri	502	F4 V
0704	Antryl	B467655-B	Ag Ni Ri	222	K6 V M9 V M9 V
0705	Cascadia	A688846-C	Ag Ga Ri Ht	314	G2 V
0706	Tlix	A665653-A	Ag Ga Ni Ri	324	G8 V
0708	Marlowe	C000645-A	As Na Ni Va	200	M9 V
0709	Talca	A576557-A	Ag Ga Ni	632	F2 V
0808	Yangon	B8847BA-A	Ag Ga Ri	824	G5 V

Cascadia Subsector is the second subsector to be settled by humans after crossing The Conduit making these settlements among the oldest in Clement Sector.

Megara was originally founded by a group of academics who admired ancient Greek culture and wanted to build a society based on Athenian principles. While this had a profound effect on the culture of the planet, the democracy did not last long and has been replaced by a hereditary dictatorship which is currently on its third member. Megara is perhaps best known for drinking the blood of a native animal called the “beta”. These large bovine-like animals have their blood drained for this popular drink which often has other additives such as peppers, hot sauce, and tomato juice.

Nyahururu is a settlement established by an independent group from East Africa with the support of the nation of Kenya. The bureaucratic government which arose on the planet following the colonization was overturned by the current dictator, Derek Raymond, in 2332.

Fairfax was established by a group from the United States acting without official government permission. The temperate planet is perhaps best known for the discovery of humanoid skeletons that appear to be from a previous civilization of aliens which had stone age technology approximately three million years ago.

Monroe was colonized by several independent groups from the United States, Canada, the Southern Alliance, the Pan-Islamic Caliphate, and Germany. These settlements are now part of a planetary government with a strong dedication to isolationism. The planet’s resources are often spent in support of the planet’s defensive navy and massive spaceships dedicated to repelling any invading force.

Catalunya was colonized by an independent group of Catalans intent on escaping Spain and France to set up their own new world. While much of the population is of Catalan descent, there are also others who have joined them on this world.

Roskilde is a world which was settled by the Union of Scandinavia which, over time, began to be ruled by a religious leader, who rules for the duration of their life, known as "The Enlightened One" who is chosen by the people of Roskilde in an election.

Hendershot is a settlement which was set up by a group of settlers from The Republic of Texas with some support from that government. The system contains a second world, **Gutierrez,** which is also habitable and populated. Both worlds are ruled by a representative democracy with the capital on Hendershot.

Slaren is ruled and owned by the Slaren Brewing Company. The corporation's headquarters are located on the planet in the city of Stanton. The Slaren Brewing Company is the maker of several beers, ales, liquors, and ciders that are sold throughout Clement Sector. Their mascot, Drenken Von Bierstein, a pseudonym of the company's founder Jason Malberg and a caricature of him, is a common sight throughout the subsector.

Gagnon is ruled by an eccentric and flashy military dictator, Major Keith Calderon, who has ruled the world since winning a revolution in 2320 against the entrenched bureaucracy which previous ruled the world. While Calderon is often stated to be a benevolent dictator and loved by the people, Calderon uses the power of the government to investigate and dispose of anyone whom he sees as an enemy of his all-powerful state.

Rumors abound that Calderon is supporting piracy in the region and many of the worlds in the region believe that he is. This has strained relations with Monroe, Hendershot, Slaren, Campbell, and Roskilde.

Chance is a bridge world, a term meaning that the world is essential for astrogation, which connects the spinward portion of Cascadia Subsector with the trailing portion. Almost all traffic moving from one side of Cascadia Subsector to the other will pass through the Chance system.

Chance is ruled by Chance Holdings Limited (CHL) which is a consortium of five crime families who have banded together to form the planetary government as well as take advantage of monetizing the planet's status as a bridge world. Chance provides a wide array of services, everything from fine dining and spacecraft repair to brothels and casinos, to separate spacers from their credits.

Campbell is an icy world settled as a mining colony by The Burck Group. After years of abusing their workers, the employees staged a coup in 2300 and after several years of bitter fighting forced the corporation to withdraw from the planet. The world is currently ruled by the Campbell Governmental Council, a group of agencies, bureaus, and departments which oversee the economic and social development of the planet.

Kyiv is a world settled by Ukrainians and Russians intent on escaping the rule of the Russian government. The world is quite isolationist and places great restrictions on those visiting the planet. Ruled by the Grand Duke of Kyiv, Volodymyr Shulhyn, the Grand Duke is 123 years old and has ruled the planet since his 25th birthday. The Grand Duke sees Cascadia and the worlds which have allied themselves with Cascadia as a threat.

Other than the restrictive policies of the government against visiting spacers, the world is perhaps best-known for the Gediminus Ridge. Along this escarpment, the Khazar Mountains simply come to a dramatic end in a sheer cliff face approximately 300 meters tall that draws an almost perfect straight line north and south. The sheer cliff face is 3521 kilometers long and has baffled planetologists as well as provided fodder for the belief that aliens may have created this formation.

Dimme is a democratic dictatorship where the world elects a new dictator every six years. The current ruler is Dictator Richard Collins who has been working busily to establish closer relations with Cascadia.

Dimme is well-known for their dislike of altrants, uplifts, and those with cyberware. Those on Dimme will often say that these are not "proper humans" and such persons will be forced to remain

within the confines of the planet's ports. Robots, however, are well-loved by Dimmeans and will be found doing almost all menial tasks on the planet.

Joseon is a Korean colony which transitioned peacefully from colonial status to a representative republic following The Collapse. The world attempts to maintain its neutrality in the hopes that The Conduit will re-open and they will be reunited with Korea.

Recent attempts by the Egata Mining Corporation to begin operations in the system without permission has caused a strain between the Joseon government and the corporation. Cascadia's backing of Egata has also caused problems between the governments of the two worlds.

Antryl is a world ruled by a group of five individuals who refer to themselves as "The Specialists". This group meets ten times each local year and decides how the population should be ruled and in what ways the population can improve themselves. Antryl has recently experienced a problem with pirates and raiders coming into the system and has asked for increased aid from Cascadia.

Cascadia is a temperate world founded by shipping magnate James Lancaster thorough a subsidiary of Lancaster Shipping known as the Cascadia Colonization Authority. The planet has since become one of the most powerful worlds in the sector and the Cascadia Colonization Authority has become an agency of that government.

The world is politically divided between those who believe Cascadia should expand to rule the worlds around it and those who believe that Cascadia should isolate itself from the interstellar community, with the expansionists currently in power and working on establishing a Cascadian interstellar polity.

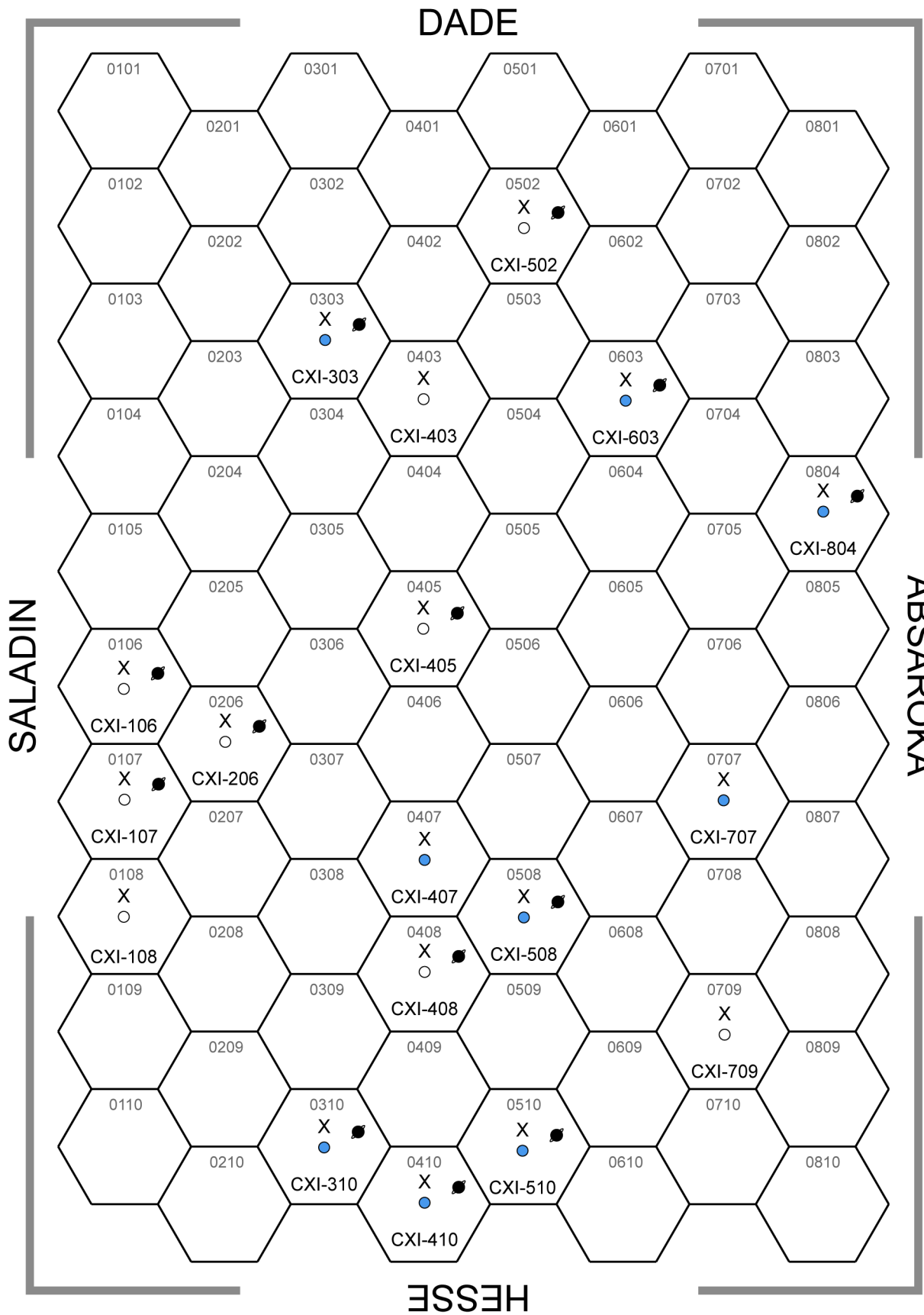
Tlix is a world ruled by the World Council, a group of ten persons who are elected to determine the best course of action for the planet's population. To be a member of the Council, one must have an advanced physical science degree and must win an election of the populace. The World Council has been accepting assistance from the Cascadian Naval Service to protect against increased piracy in the system.

Marlowe is ruled and populated by the Egata Mining Corporation. The central offices of the corporation are on Alcatraz, one of the larger planetoids in the system. Most of the key members of the corporation reside here including CEO Rebecca Egata.

Talca is a technocracy ruled by a group of scientists, economists, and agricultural experts called The Technical Alliance. The Technical Alliance meets every 100 local days to determine the best course of action for the population. Each member of The Technical Alliance is elected two local weeks before the meeting, with a group called "The Special Offices" holding positions appointed by the Technical Alliance to run the day-to-day operations of the planet. The planet holds an isolationist policy and has rejected offers from other worlds for alliances.

Yangon is a former colony of Myanmar which is currently ruled by Emperor Jeffery Myaing. Yangon's governor rejected the rule of Myanmar in 2292 and set himself as up as the emperor of the planet and ruled until he died in 2342. The current Emperor Myaing is his son.

The emperor maintains what he refers to as "strict sovereignty" over the Yangon system and maintains his firm stance that Yangon should look inwards rather than outwards for solutions.


DADE
SALADIN
ABSAROKA
HESSE
0101
0201
0301
0401
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0102
0202
0302
0402
0502
0602
0702
0802
CXI-502
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0703
0803
CXI-303
CXI-403
CXI-603
0104
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CXI-403
CXI-603
CXI-804
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CXI-405
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CXI-108
CXI-408
CXI-508
0109
0209
0309
0409
0509
0609
0709
0809
CXI-709
0110
0210
0310
0410
0510
0610
0710
0810
CXI-310
CXI-410
CXI-510

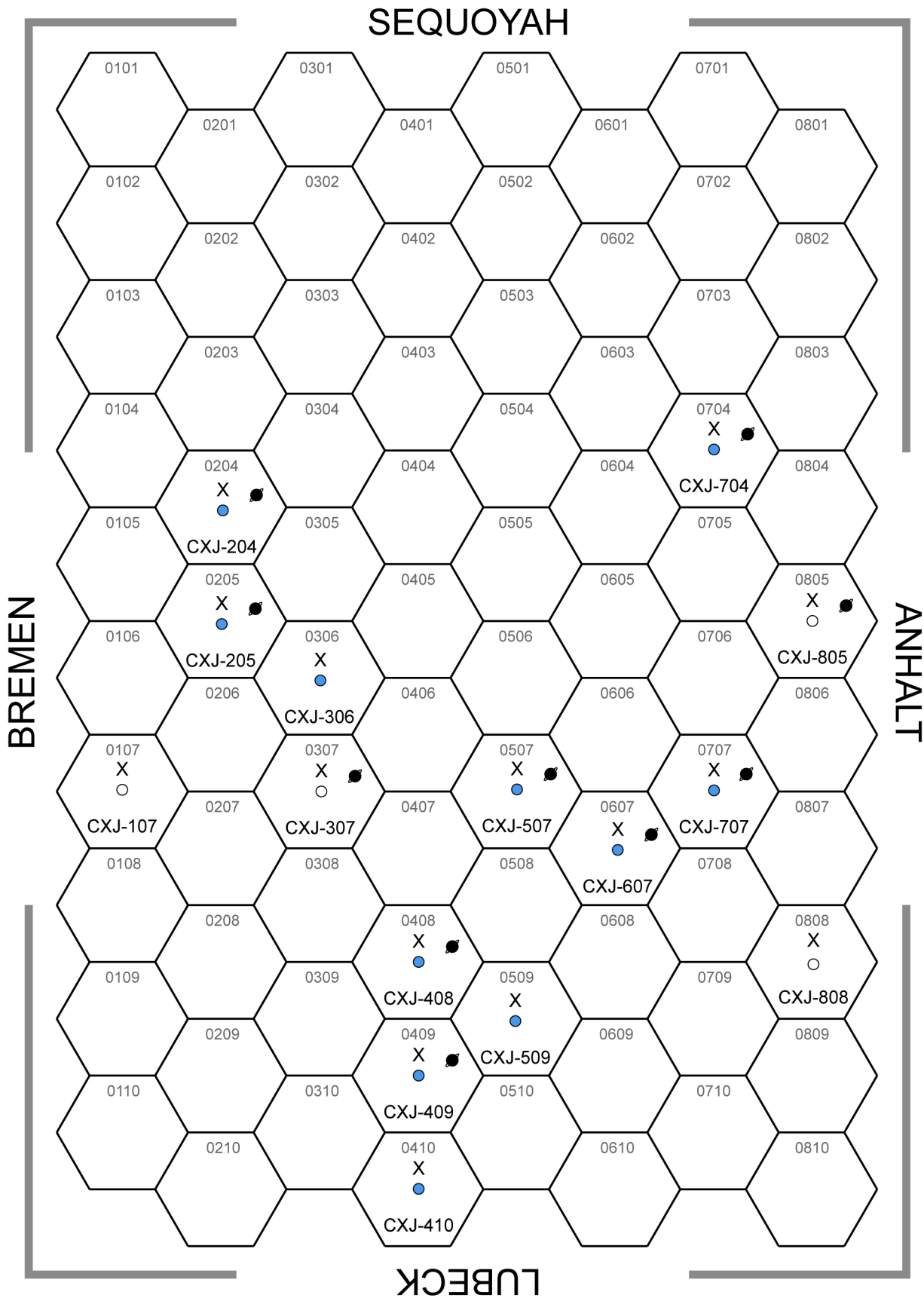
Bremen (Subsector I)

Hex	Name	UWP	PBG	Sun(s)
0106	CXI-106	X6B0000-0	003	F7 V F6 V M8 V
0107	CXI-107	X300000-0	002	M3 V
0108	CXI-108	X100000-0	000	G6 V
0206	CXI-206	X400000-0	012	M1 V
0303	CXI-303	X567000-0	000	M5 V
0310	CXI-310	X788000-0	031	F4 V M3 V
0403	CXI-403	X6B0000-0	020	G6 V
0405	CXI-405	X430000-0	003	M7 V M9 V
0407	CXI-407	X572000-0	000	K4 V
0408	CXI-408	X300000-0	002	G1 V M9 V
0410	CXI-410	X554000-0	033	M4 V M4 V M6 V
0502	CXI-502	X000000-0	011	M7 V
0508	CXI-508	X777000-0	012	K4 II
0510	CXI-510	XA66000-0	003	F4 V
0603	CXI-603	X963000-0	032	M4 V M4 V M9 V
0707	CXI-707	X441000-0	000	M2 V
0709	CXI-709	X300000-0	000	M6 V
0804	CXI-804	X762000-0	002	M4 V

Bremen is the location of the only Zimm Drive capable natural route across The Darkness which is within Clement Sector. It is fully expected that if future colonization takes place, it will do so along this corridor from Dade subsector.

The rimward portion of Clement Sector is separated from the colonized region by an area called "**The Darkness**". This region is an area where the stars are spread out over a distance too great for a Zimm Drive to reach. Plans have been devised to place stations in The Darkness to expand to these subsectors but so far no one has built them. Thus, the route through Bremen remains the only existing route in Clement Sector into the rimward subsectors.

CXI-502 is likely to be the bridge world into the subsector. At present, it has only been visited once by a survey ship attached to the Chinese Space Fleet in 2302. No further known human visits have taken place.

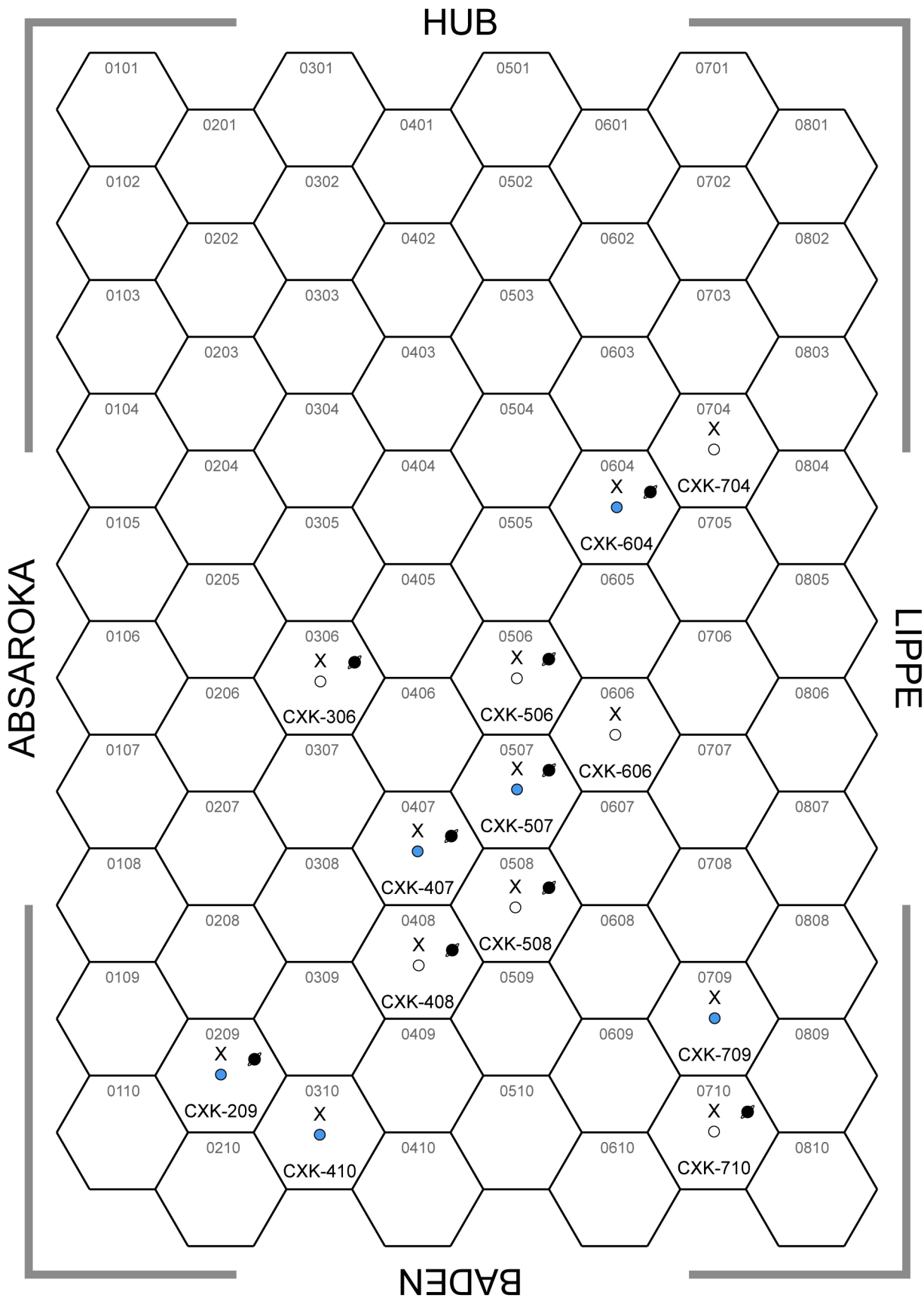

SEQUOYAH
BREMEN
ANHALT
LUBECK
0101
0201
0301
0401
0501
0601
0701
0801
0102
0202
0302
0402
0502
0602
0702
0802
0103
0203
0303
0403
0503
0603
0703
0803
0104
0204
0304
0404
0504
0604
0704
0804
CXJ-704
0105
0205
0305
0405
0505
0605
0705
0805
CXJ-204
CXJ-805
0106
0206
0306
0406
0506
0606
0706
0806
CXJ-205
CXJ-306
0107
0207
0307
0407
0507
0607
0707
0807
CXJ-107
CXJ-307
CXJ-507
CXJ-607
CXJ-707
0108
0208
0308
0408
0508
0608
0708
0808
CXJ-408
CXJ-808
0109
0209
0309
0409
0509
0609
0709
0809
CXJ-509
CXJ-409
0110
0210
0310
0410
0510
0610
0710
0810
CXJ-410

Absaroka (Subsector J)

Hex	Name	UWP	PBG	Sun(s)
0107	CXJ-107	X300000-0	020	G4 V
0204	CXJ-204	X542000-0	021	M8 V
0205	CXJ-205	X543000-0	001	A3 V M3 V
0306	CXJ-306	X779000-0	000	K7 V M7 V
0307	CXJ-307	X100000-0	001	M5 V M5 V
0408	CXJ-408	X741000-0	013	M7 V
0409	CXJ-409	X78A000-0	002	M6 V
0410	CXJ-410	X658000-0	020	K6 V
0507	CXJ-507	X663000-0	032	M6 V
0509	CXJ-509	X7A4000-0	020	G7 V
0607	CXJ-607	X547000-0	003	M2 V
0704	CXJ-704	X686000-0	021	M8 V M9 V
0707	CXJ-707	X684000-0	002	M2 V M6 V
0805	CXJ-805	X620000-0	021	M2 V
0808	CXJ-808	X400000-0	010	G5 V

Absaroka subsector is located to rimward of Sequoyah subsector. It is separated from Sequoyah by a region of space known as The Darkness. While plans have been made, particularly by the Bridges Unlimited corporation to build a station to bridge the gap, currently these stations remain in the planning stages. Currently, no human has ever been known to be in the Absaroka subsector.

There are persistent rumors of an odd signal being picked up by both the United States Space Navy and the British Space Navy from the CXJ-707 system. This signal is often touted by the Alien Research Network and similar organizations as a sign of a possible intelligent alien civilization. While the existence of this signal has been firmly established in the popular imagination by holovids such as *Superpirate!, The Secret Files of The Masters,* and *Time Explorers*, the signal has never been officially confirmed. No other vessel or scientific body has been able to pick up anything resembling a signal from intelligent life from the area. It is likely that this signal is nothing more than a popular legend.


HUB
ABSAROKA
LIPPE
BADEN
0101
0201
0301
0401
0501
0601
0701
0801
0102
0202
0302
0402
0502
0602
0702
0802
0103
0203
0303
0403
0503
0603
0703
0803
0104
0204
0304
0404
0504
0604
0704
0804
0105
0205
0305
0405
0505
0605
0705
0805
0106
0206
0306
0406
0506
0606
0706
0806
0107
0207
0307
0407
0507
0607
0707
0807
0108
0208
0308
0408
0508
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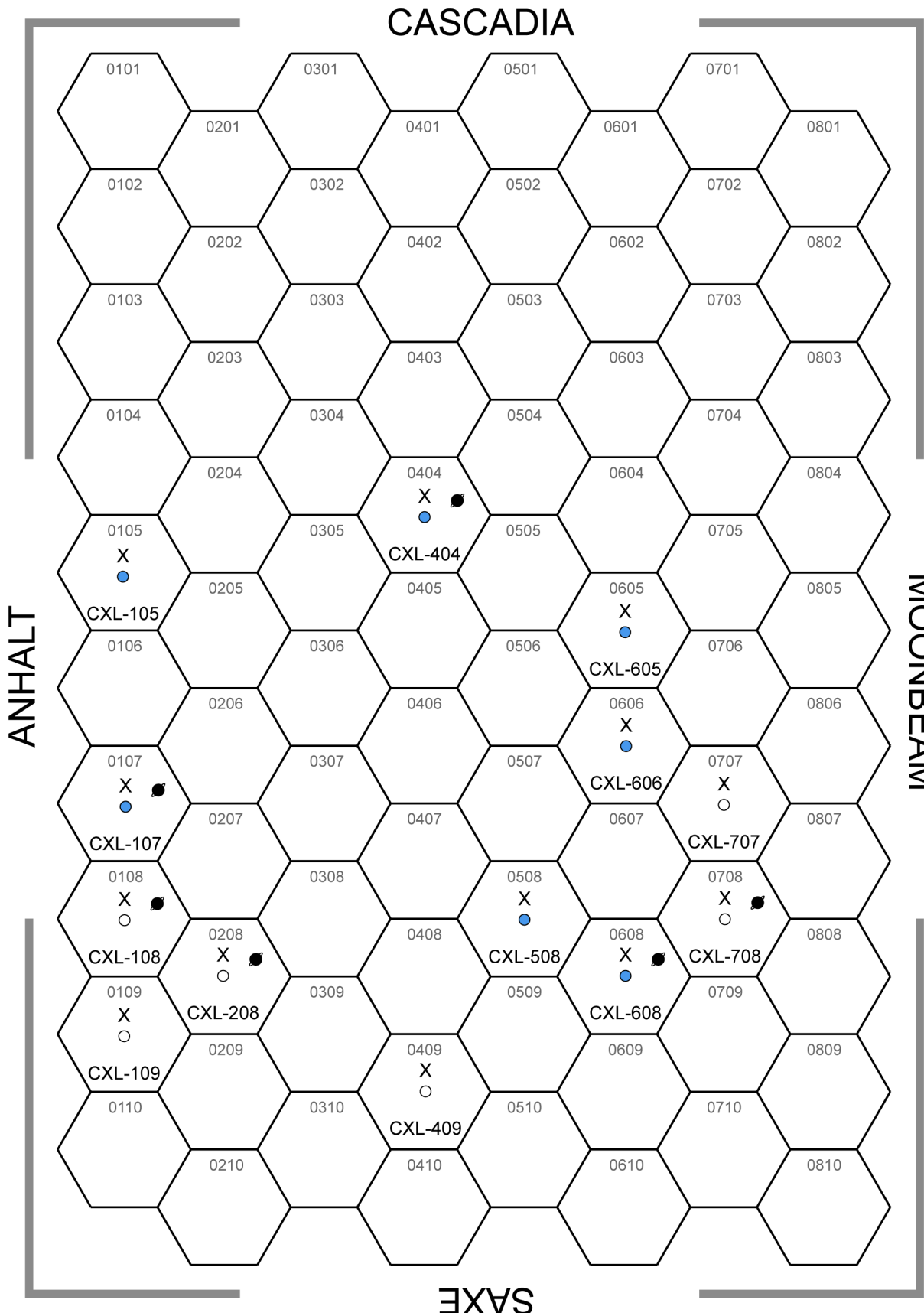
0708
0808
0109
0209
0309
0409
0509
0609
0709
0809
0110
0210
0310
0410
0510
0610
0710
0810
CXK-704
CXK-604
CXK-306
CXK-506
CXK-606
CXK-507
CXK-407
CXK-508
CXK-408
CXK-709
CXK-209
CXK-410
CXK-710

Anhalt (Subsector K)

Hex	Name	UWP	PBG	Sun(s)
0209	CXK-209	X567000-0	002	M3 V M3 V
0306	CXK-306	X000000-0	021	M0 V M8 V
0310	CXK-310	X430000-0	020	K1 V
0407	CXK-407	X555000-0	021	G8 IV
0408	CXK-408	X640000-0	001	M6 V M9 V
0506	CXK-506	X300000-0	032	K8 V
0507	CXK-507	X769000-0	021	M7 V
0508	CXK-508	X300000-0	012	M5 V
0604	CXK-604	X88A000-0	002	K0 V
0606	CXK-606	X100000-0	000	M9 V
0704	CXK-704	X200000-0	000	M8 V
0709	CXK-709	X654000-0	010	M8 V M8 V
0710	CXK-710	X6B0000-0	002	M2 V

Anhalt is another subsector separated from the colonized regions of the Clement Sector by The Darkness. The information given above is only available from sensor data and speculation and may prove to be inaccurate when humans visit these systems.

CXK-702, an area of open space, has been proposed by Bridges Unlimited as a possible location for a future base. As far as anyone knows, this exists only on the drawing boards of the corporation, but rumors abound that the company has started the project. Many believe that **CXK-604** would be a likely candidate for the first colony in the subsector.

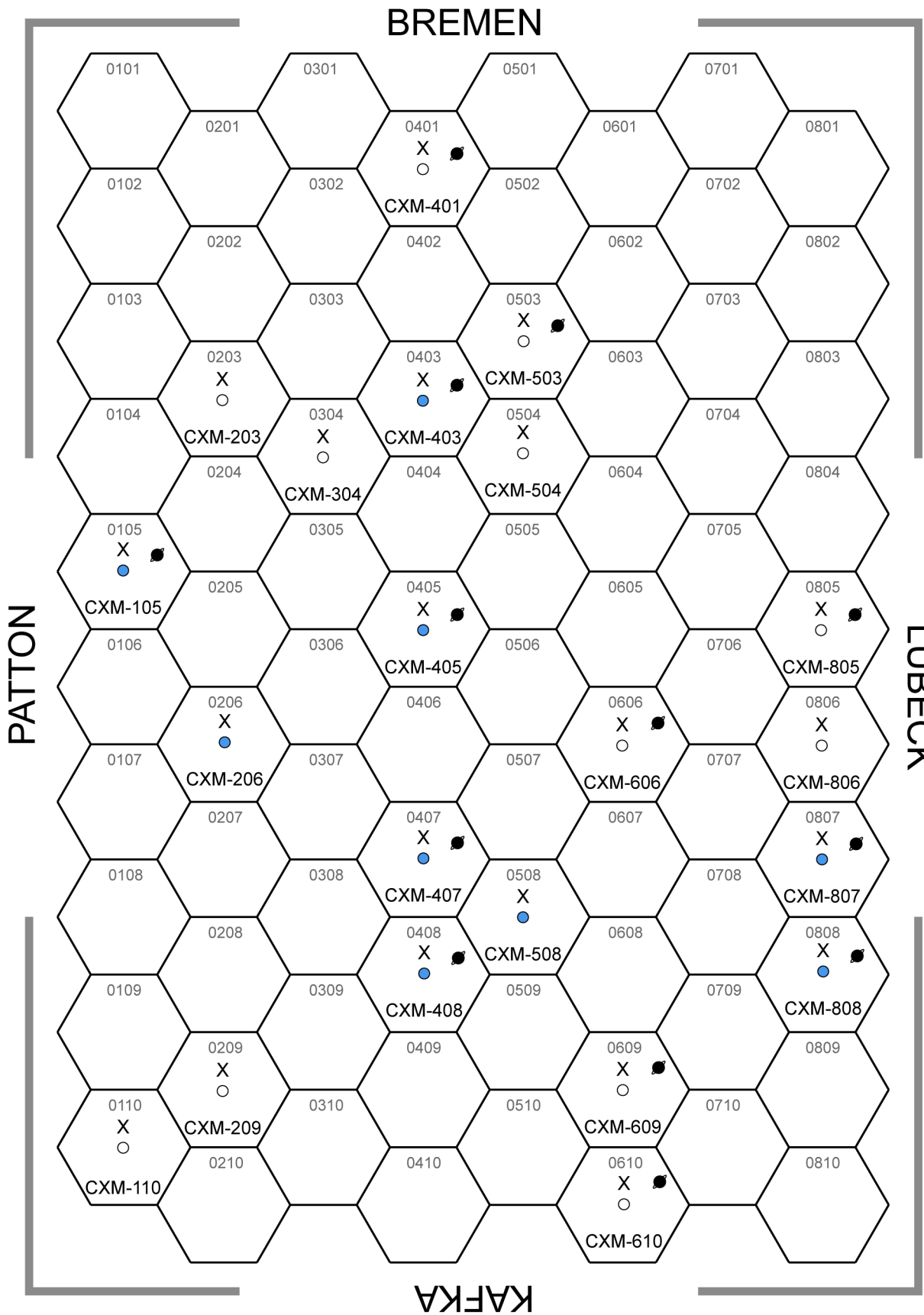

CASCADIA
ANHALT
MOONBEAM
SAXE
0101
0301
0501
0701
0201
0401
0601
0801
0102
0302
0502
0702
0202
0402
0602
0802
0103
0303
0503
0703
0203
0403
0603
0803
0104
0304
0504
0704
0204
0404
X
CXL-404
0604
0804
0105
X
CXL-105
0305
0505
0705
0205
0405
0605
X
CXL-605
0805
0106
0306
0506
0706
0206
0406
0606
X
CXL-606
0806
0107
X
CXL-107
0307
0507
0707
X
CXL-707
0207
0407
0607
0807
0108
X
CXL-108
0308
0508
X
CXL-508
0708
X
CXL-708
0208
X
CXL-208
0408
0608
X
CXL-608
0808
0109
X
CXL-109
0309
0509
0709
0209
0409
X
CXL-409
0609
0809
0110
0310
0510
0710
0210
0410
0610
0810

Lippe (Subsector L)

Hex	Name	UWP	PBG	Sun(s)
0105	CXL-105	X864000-0	010	F4 V M5 V
0107	CXL-107	X764000-0	002	M5 V
0108	CXL-108	X7B0000-0	001	M7 V
0109	CXL-109	X730000-0	020	K5 V
0208	CXL-208	X300000-0	003	M2 V M4 V
0404	CXL-404	XAC4000-0	001	G5 V M8 V
0409	CXL-409	X410000-0	020	M4 V
0508	CXL-508	X566000-0	000	M4 V
0605	CXL-605	X444000-0	000	M8 V
0606	CXL-606	X754000-0	012	G1 V K8 V
0608	CXL-608	XAA5000-0	003	F1 V G9 V
0707	CXL-707	X300000-0	000	M7 V
0708	CXL-708	X100000-0	014	K1 V M6 V

Lippe is separated from Cascadia Subsector by The Darkness. Though the area has not yet been explored by humans, the data listed above is believed to be correct by the astrophysicists who compiled the data. There is a route which would lead from Cascadia subsector into the neighboring Tranquility sector (through subsectors Dawn and Moonbeam) to Lippe. However, no human is known to have attempted to use this route.

CXL-707 is the only world within Lippe Subsector reachable by a single Zimm Drive transit from the Tranquility Sector. This route presents some difficulty as it is believed that there would be minimal opportunity for refueling in the CXD-707 system.


BREMEN
PATTON
LUBECK
KAFKA
0101
0201
0301
0401
0501
0601
0701
0801
0102
0202
0302
0402
0502
0602
0702
0802
0103
0203
0303
0403
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0104
0204
0304
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0804
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0205
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0405
0505
0605
0705
0805
0106
0206
0306
0406
0506
0606
0706
0806
0107
0207
0307
0407
0507
0607
0707
0807
0108
0208
0308
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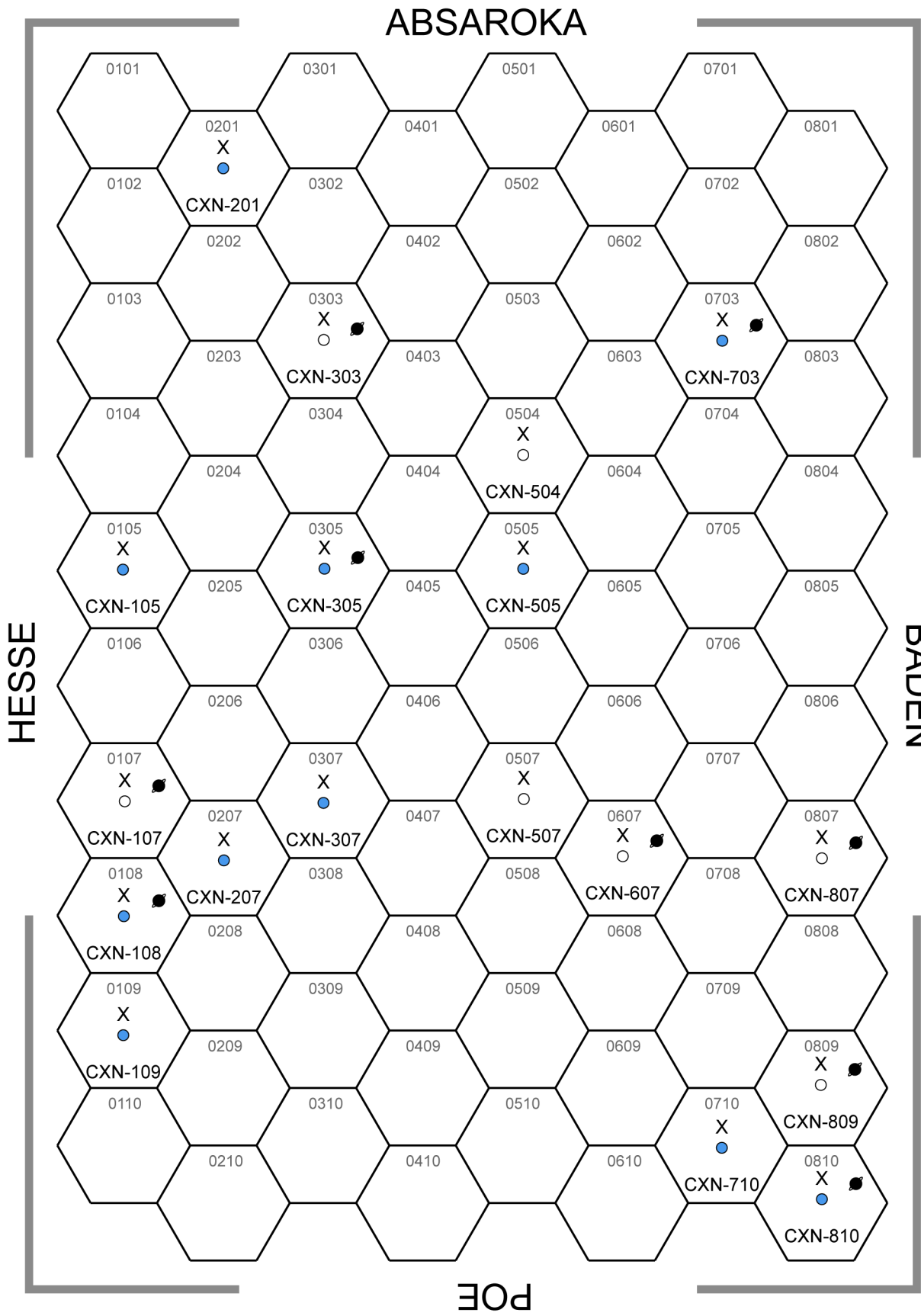
0508
0608
0708
0808
0109
0209
0309
0409
0509
0609
0709
0809
0110
0210
0310
0410
0510
0610
0710
0810
CXM-401
CXM-203
CXM-403
CXM-503
CXM-304
CXM-504
CXM-105
CXM-405
CXM-805
CXM-206
CXM-606
CXM-806
CXM-407
CXM-807
CXM-508
CXM-408
CXM-808
CXM-209
CXM-609
CXM-110
CXM-610

Hesse (Subsector M)

Hex	Name	UWP	PBG	Sun(s)
0105	CXM-105	X9D5000-0	013	M3 V M5 V
0110	CXM-110	X400000-0	020	M8 V
0203	CXM-203	X300000-0	000	M9 V
0206	CXM-206	X752000-0	000	M3 V
0209	CXM-209	X440000-0	030	M8 V
0304	CXM-304	X440000-0	000	M8 V
0401	CXM-401	X730000-0	022	K5 V K6 V
0403	CXM-403	X662000-0	023	M4 V M5 V
0405	CXM-405	X477000-0	011	M7 V M9 V
0407	CXM-407	X968000-0	014	F4 V M7 V
0408	CXM-408	X8A5000-0	002	G2 V
0503	CXM-503	X100000-0	002	M8 V
0504	CXM-504	X620000-0	010	M2 V
0508	CXM-508	X654000-0	020	K5 V
0606	CXM-606	X300000-0	013	M2 V
0609	CXM-609	X520000-0	003	M2 V M5 V
0610	CXM-610	X400000-0	001	M4 V
0805	CXM-805	X750000-0	031	K2 V
0806	CXM-806	X740000-0	000	M6 V M6 V
0807	CXM-807	X67A000-0	002	K5 V
0808	CXM-808	XA61000-0	001	G3 V

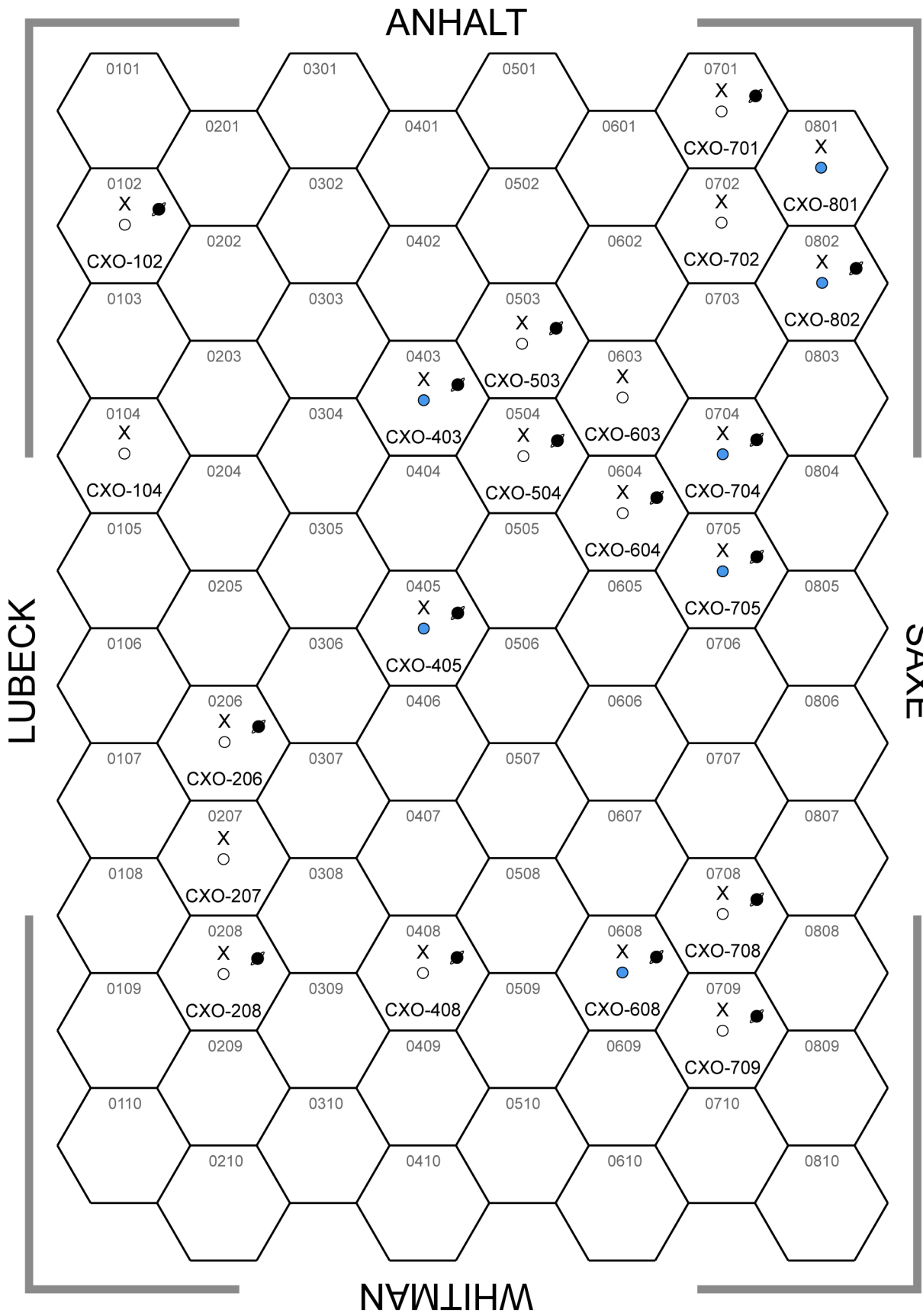
Like most of the rimward subsectors of Clement Sector, information about the Hesse subsector is sketchy at best. Sensor readings are responsible for the data listed above, but no human has been known to have entered the subsector.


ABSAROKA
HESSE
BADEN
POE
0101
0201
CXN-201
0301
0401
0501
0601
0701
0801
0102
0302
0502
0702
0202
0402
0602
0802
0103
0303
CXN-303
0503
0703
CXN-703
0203
0403
0603
0803
0104
0304
0504
CXN-504
0704
0204
0404
0604
0804
0105
CXN-105
0305
CXN-305
0505
CXN-505
0705
0205
0405
0605
0805
0106
0306
0506
0706
0206
0406
0606
0806
0107
CXN-107
0307
CXN-307
0507
CXN-507
0707
0207
CXN-207
0407
0607
CXN-607
0807
CXN-807
0108
CXN-108
0308
0508
0708
0208
0408
0608
0808
0109
CXN-109
0309
0509
0709
0209
0409
0609
0809
CXN-809
0110
0310
0510
0710
CXN-710
0210
0410
0610
0810
CXN-810

Lubeck (Subsector N)

Hex	Name	UWP	PBG	Sun(s)
0105	CXN-105	X875000-0	020	F6 V
0107	CXN-107	X100000-0	022	M3 V
0108	CXN-108	X554000-0	001	M4 V
0109	CXN-109	X656000-0	010	K5 V
0201	CXN-201	X789000-0	000	K0 V
0207	CXN-207	X97A000-0	000	G3 V
0303	CXN-303	X100000-0	002	M8 V
0305	CXN-305	X5A4000-0	022	K2 V
0307	CXN-307	X561000-0	000	M0 V
0504	CXN-504	X100000-0	000	M9 V
0505	CXN-505	X842000-0	020	F6 V F9 V
0507	CXN-507	X300000-0	000	M8 V
0607	CXN-607	X730000-0	002	M5 V
0703	CXN-703	X777000-0	002	G7 V
0710	CXN-710	X8A7000-0	030	F5 V M5 V
0807	CXN-807	X100000-0	032	G5 V
0809	CXN-809	X200000-0	013	G3 V
0810	CXN-810	X542000-0	002	G6 V M9 V

As with the other rimward subsectors, information about Lubeck is derived from sensor data and study only. Currently no humans have explored the subsector.


ANHALT
LUBECK
SAXE
WHITMAN
0101
0201
0301
0401
0501
0601
0701
0801
0102
0202
0302
0402
0502
0602
0702
0802
CXO-102
CXO-701
CXO-801
CXO-702
CXO-802
0103
0203
0303
0403
0503
0603
0703
0803
CXO-503
CXO-403
CXO-603
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CXO-104
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CXO-604
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0505
0605
0705
0805
CXO-705
CXO-405
0106
0206
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0406
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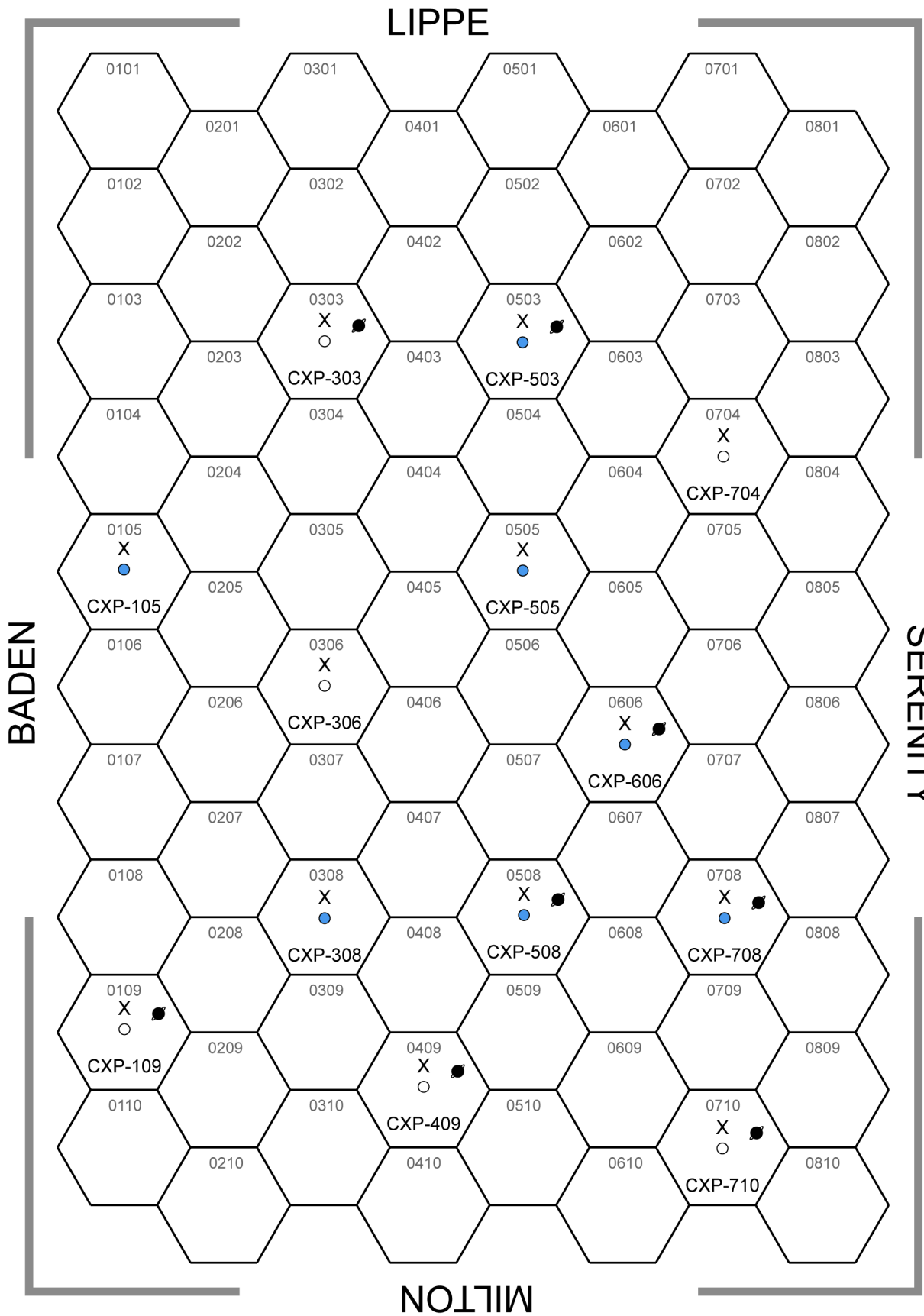
0706
0806
CXO-206
0107
0207
0307
0407
0507
0607
0707
0807
CXO-207
0108
0208
0308
0408
0508
0608
0708
0808
CXO-708
CXO-208
CXO-408
CXO-608
0109
0209
0309
0409
0509
0609
0709
0809
CXO-709
0110
0210
0310
0410
0510
0610
0710
0810

Baden (Subsector O)

Hex	Name	UWP	PBG	Sun(s)
0102	CXO-102	X100000-0	003	M4 V
0104	CXO-104	X7C0000-0	000	M5 V M9 V
0206	CXO-206	X500000-0	020	M7 V
0207	CXO-207	X430000-0	000	M9 V
0208	CXO-208	X400000-0	012	M3 VI
0403	CXO-403	X76A000-0	033	G0 V M8 V
0405	CXO-405	X642000-0	001	K4 V M5 V
0408	CXO-408	X500000-0	001	M8 V M8 V
0503	CXO-503	X330000-0	012	M8 V
0504	CXO-504	X200000-0	002	M5 V M6 V
0603	CXO-603	X200000-0	000	M2 V M7 V
0604	CXO-604	X100000-0	003	A1 V G4 V
0608	CXO-608	X769000-0	012	G2 V
0701	CXO-701	X100000-0	012	M5 V
0702	CXO-702	X565000-0	000	K0 V M8 V
0704	CXO-704	XA83000-0	011	G4 V
0705	CXO-705	XAB2000-0	013	M1 V
0708	CXO-708	X520000-0	003	M5 V M5 V
0709	CXO-709	X100000-0	011	G6 V
0801	CXO-801	X666000-0	020	F5 V
0802	CXO-802	X979000-0	032	K4 V

While there has been no human exploration of Baden subsector, many have stated an interest in exploring **CXO-403** following some anomalous sensor readings. Some, particularly those involved with the Alien Research Network, believe that these anomalies could be some sort of alien communication. Other scientists disagree with this, but also advocate that the system would be an excellent target of future exploratory missions to the subsector.


LIPPE
BADEN
SERENITY
MILTON
0101
0201
0301
0401
0501
0601
0701
0801
0102
0202
0302
0402
0502
0602
0702
0802
0103
0203
0303
0403
0503
0603
0703
0803
CXP-303
CXP-503
0104
0204
0304
0404
0504
0604
0704
0804
CXP-704
0105
0205
0305
0405
0505
0605
0705
0805
CXP-105
CXP-505
0106
0206
0306
0406
0506
0606
0706
0806
CXP-306
CXP-606
0107
0207
0307
0407
0507
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0707
0807
0108
0208
0308
0408
0508
0608
0708
0808
CXP-308
CXP-508
CXP-708
0109
0209
0309
0409
0509
0609
0709
0809
CXP-109
CXP-409
0110
0210
0310
0410
0510
0610
0710
0810
CXP-710

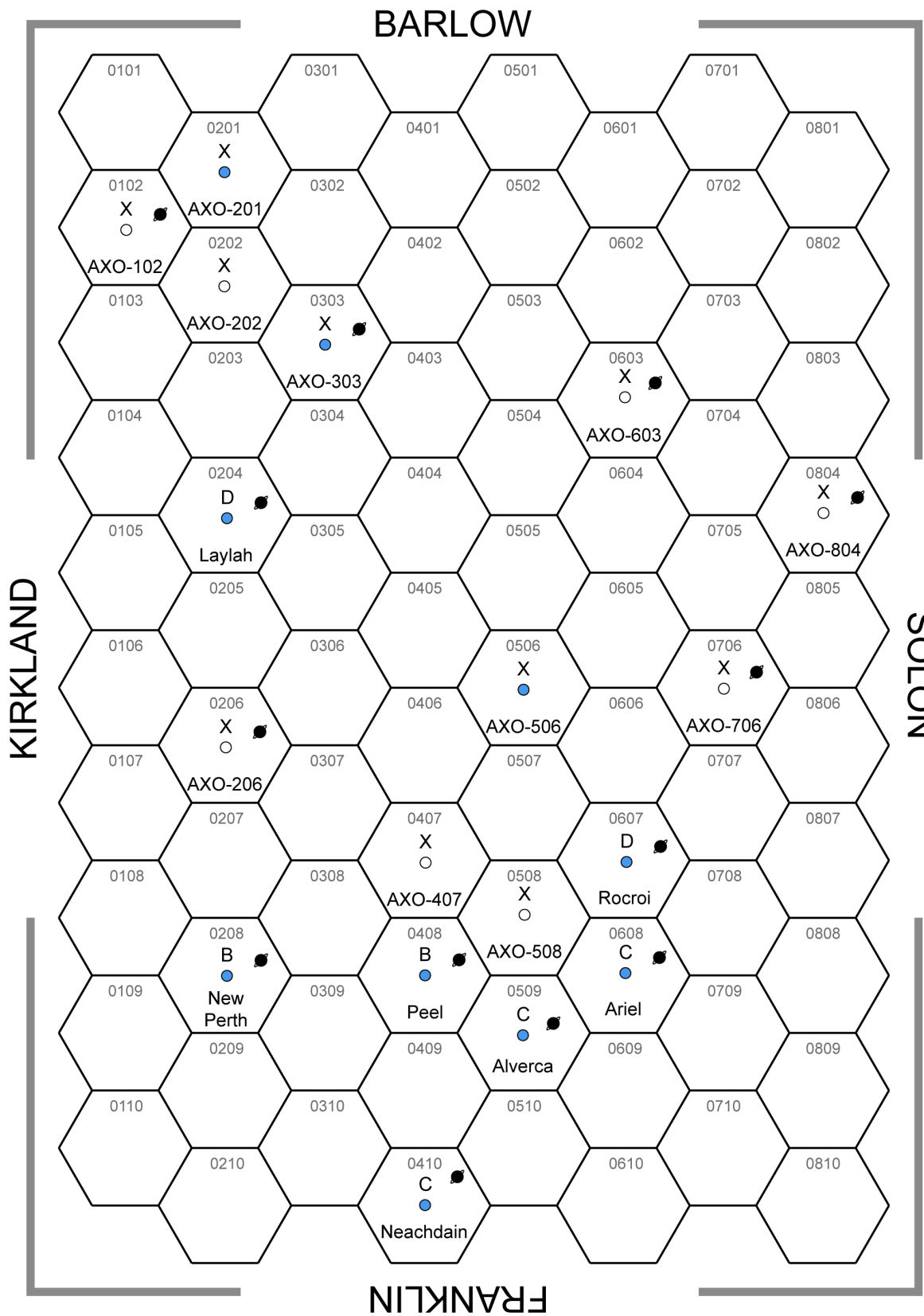
Saxe (Subsector P)

Hex	Name	UWP	PBG	Sun(s)
0105	CXP-105	X664000-0	000	G7 V M7 V
0109	CXP-109	X750000-0	001	M3 V
0303	CXP-303	X300000-0	002	M5 V
0306	CXP-306	X420000-0	030	M5 V M6 V
0308	CXP-308	X441000-0	030	M7 V
0409	CXP-409	X200000-0	023	M1 V
0503	CXP-503	X698000-0	023	K7 V M4 V
0505	CXP-505	X662000-0	030	K3 V
0508	CXP-508	X964000-0	002	K4 V
0606	CXP-606	XA67000-0	001	K8 V M4 V
0704	CXP-704	X300000-0	000	M8 V M9 V
0708	CXP-708	X9E6000-0	001	M2 V M2 V
0710	CXP-710	X300000-0	002	M3 V

Saxe subsector, like all the rimward subsectors of Clement Sector, remains unexplored. Sensors indicate that the only route into Saxe subsector would be through Baden subsector. There is not a naturally occurring Zimm Drive capable route from either Lippe subsector or from the neighboring Serenity subsector in the Tranquility Sector.

Ariel Sector

Ariel Sector is located to coreward of Clement Sector and is largely uninhabited and unexplored. So far only the rimward sections near Clement Sector have been fully explored with the coreward sections partially explored at best. Two of the rimward subsectors of the sector have been colonized and those are presented in this section.


BARLOW
KIRKLAND
SOLON
FRANKLIN
0101
0201 X AXO-201
0301
0401
0501
0601
0701
0801
0102 X AXO-102
0302
0502
0702
0202 X AXO-202
0402
0602
0802
0103
0303 X AXO-303
0503
0703
0203
0403
0603 X AXO-603
0803
0104
0304
0504
0704
0204 D Laylah
0404
0604
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0506 X AXO-506
0706 X AXO-706
0206 X AXO-206
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0207
0407 X AXO-407
0607 D Rocroi
0807
0108
0308
0508 X AXO-508
0708
0208 B New Perth
0408 B Peel
0608 C Ariel
0808
0109
0309
0509 C Alverca
0709
0209
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0609
0809
0110
0310
0510
0710
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0410 C Neachdain
0610
0810

Peel Subsector (Subsector O)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0102	AXO-102	X100000-0		001	M4 V
0201	AXO-201	X766000-0		000	K1 V
0202	AXO-202	X300000-0		010	M4 V
0204	Laylah	D666622-A	Ag Ga Ni Ri	613	G7 V
0206	AXO-206	XAC0000-0		002	K6 V
0208	New Perth	B866744-B	Ag Ga Ri	401	G6 V
0303	AXO-303	X554000-0		002	G5 V
0407	AXO-407	X400000-0		010	A6 V K6 V M8 V
0408	Peel	B7677A8-B	Ag Ga Ri	614	K2 V
0410	Neachdain	C762687-A	Ni Ri	914	G7 V
0506	AXO-506	X683000-0		020	K9 V
0508	AXO-508	X300000-0		022	F6 V
0509	Alverca	C667643-A	Ag Ga Ni Ri	333	G7 V
0603	AXO-603	X200000-0		002	M3 V M3 V
0607	Rocroi	D661335-A	Lo	202	K2 V
0608	Ariel	C967744-A	Ag Ga Ri	213	G5 V
0706	AXO-706	X300000-0		002	M0 V
0804	AXO-804	X540000-0		023	M6 V

The Peel subsector is subsector O of the Ariel Sector which is located to coreward of the Franklin subsector of Clement Sector. The first colony to be established here was Peel (Ariel 0408) in 2279. In the 63 years since then, only seven of the eighteen systems of the subsector have been settled.

Laylah was the second world in the subsector to be settled. The world was settled in 2280 by colonists from Minerva (Franklin 0401) seeking religious freedom.

New Perth is a former Australian colony which was founded in 2284. New Perth can defend itself and project power using Republic of Australia Naval Units which were left stranded here after the Conduit collapsed.

Peel is home to an increasingly unstable military dictatorship. The most populous planet in the subsector as well as the namesake for the subsector was once a parliamentary democracy but is now inching towards chaos.

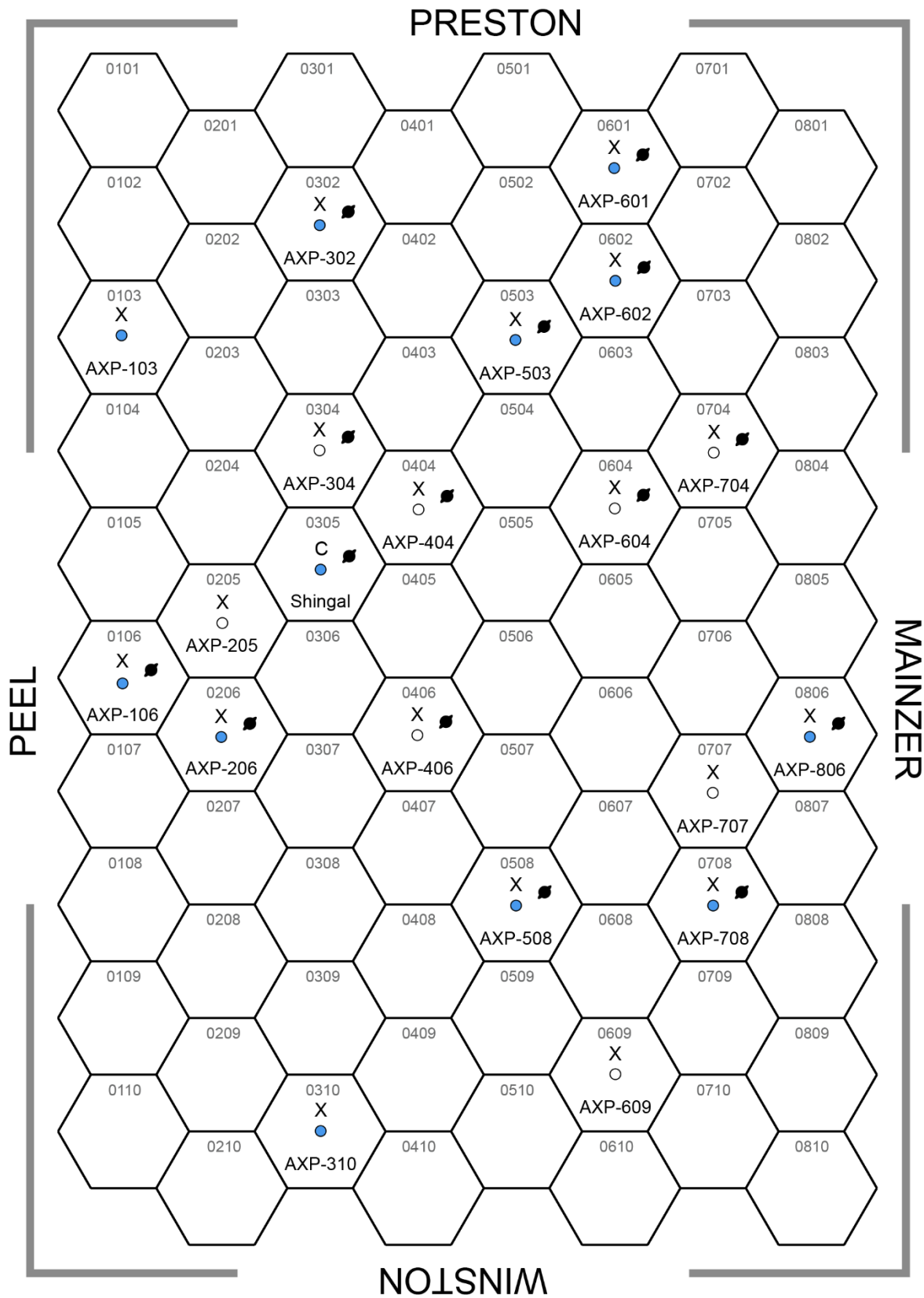
Neachdain is a world controlled by a rigid technocracy in which a group of fifteen people determine what is best for the entire population. Some believe that Neachdans have delusions of grandeur while others feel that the world might someday be an expansionistic threat.

Alverca is an independent colony founded by Portuguese settlers in 2282. The world is both fiercely Catholic and famous for its wild Carnival.

Rocroi is a small colony founded by a French eccentric, Jean-Marc Savard in 2331. Savard is now the self-styled King of Rocroi.

Ariel is a joint Israeli-Palestinian colony on which religious differences have been set aside to form a new culture. Ariel was colonized in 2286 and named for the sector itself to become the predominant world for the sector's future.

Rumors have a pirate base called "*Stardust*" in orbit around one of AXO-806's gas giants which is said to be part of a pirate route called "*The Slide*".


PRESTON
PEEL
MAINZER
WINSTON
0101
0201
0301
0401
0501
0601
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0302
0402
0502
0602
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0610
0710
0810
AXP-601
AXP-302
AXP-602
AXP-103
AXP-503
AXP-304
AXP-704
AXP-404
AXP-604
Shingal
AXP-205
AXP-106
AXP-206
AXP-406
AXP-806
AXP-707
AXP-508
AXP-708
AXP-609
AXP-310

Solon Subsector (Subsector P)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0103	AXP-103	X555000-0		010	M5 V M8 V
0106	AXP-106	X200000-0		011	M9 V
0205	AXP-205	X400000-0		020	M5 V M9 V
0206	AXP-206	XA97000-0		001	M6 V
0302	AXP-302	X668000-0		012	F4 V
0304	AXP-304	X8B0000-0		033	G8 V M5 V
0305	Shingal	C664437-A	Ga Ni	301	G4 V
0310	AXP-310	X69A000-0		000	F5 V M7 V
0404	AXP-404	X200000-0		001	M5 V M9 V
0406	AXP-406	X530000-0		001	M5 V
0503	AXP-503	X752000-0		001	M0 V
0508	AXP-508	X596000-0		003	K8 V
0601	AXP-601	X669000-0		031	G9 V
0602	AXP-602	X767000-0		004	K6 V
0604	AXP-604	X420000-0		001	M6 V
0609	AXP-609	X200000-0		020	K2 V
0704	AXP-704	X100000-0		001	M6 V
0707	AXP-707	X410000-0		000	M0 V
0708	AXP-708	X661000-0		003	M0 V
0806	AXP-806	X855000-0		011	M5 V M6 V

Shingal is the only known permanent settlement in Solon Subsector. Shingal was settled in 2326 by a group of Yazidis seeking religious freedom after having been persecuted for their beliefs by the Pan-Islamic Caliphate.

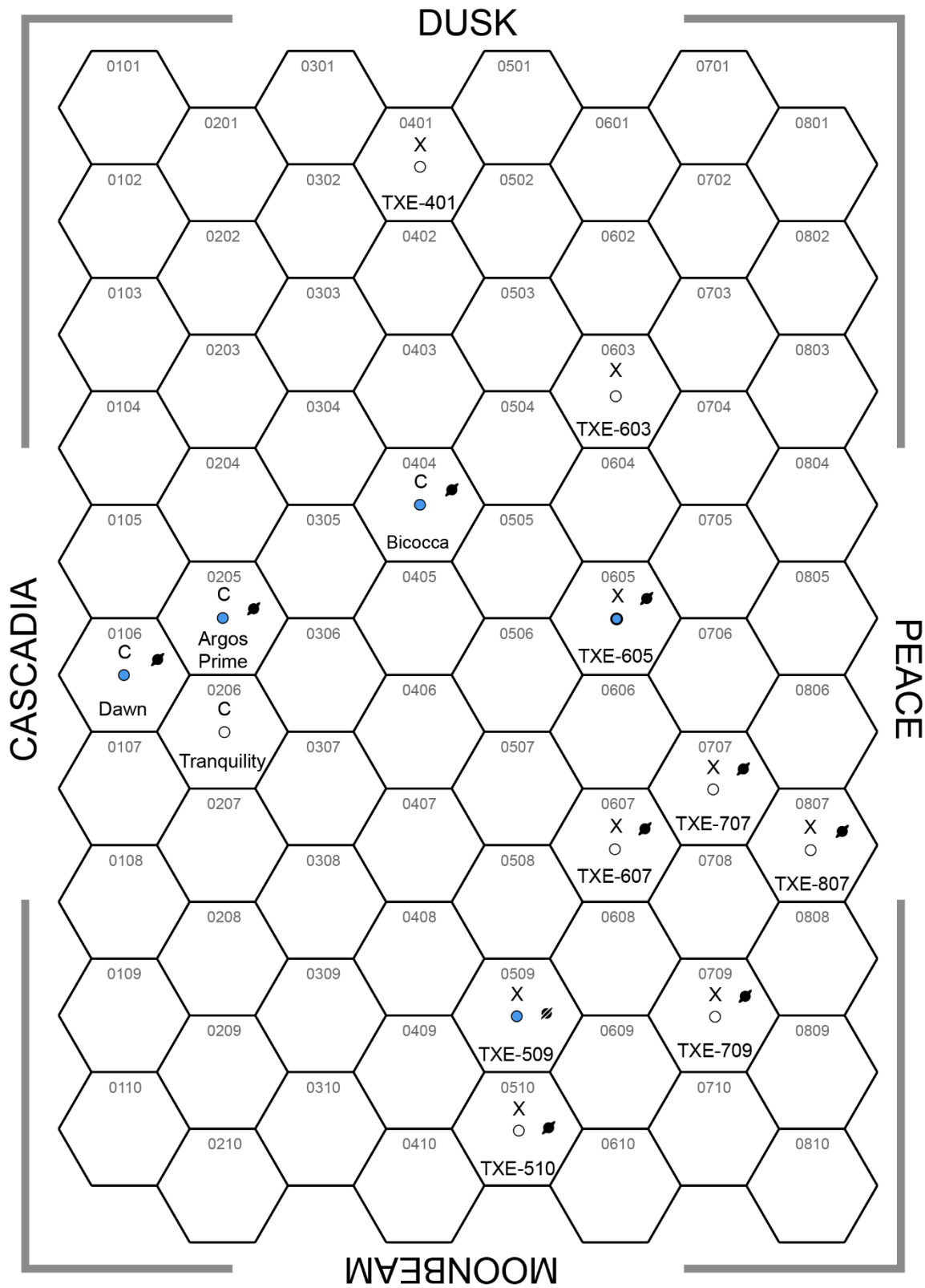
Rumors persist that a pirate base, including a large area of wrecked ships called The Boneyard, exists in the AXP-206 system as part of a pirate route referred to as *The Slide*. These rumors have not yet been substantiated.

Tranquility Sector

Tranquility Sector is the sector to trailing of Clement Sector. The sector remains largely uninhabited though it has been explored repeatedly over the years. The first explorations were performed by the French Space Navy, followed by the United States Space and the Chinese People's Liberation Army Navy.

The name of the sector was given by the explorers from the United States in honor of the first manned expedition to Luna, Earth's sole moon. It was kept by the other nations as a show of good will and a desire for the sector to represent a future of peace between the US and China as well as all other nations. Each of the subsectors of Tranquility Sector were then named for peaceful, tranquil concepts. How well this desire translated to the future of Tranquility Sector is up for debate.

Currently, there are two subsectors which have settlements in them. Dawn Subsector, adjacent to Cascadia Subsector, is the most populated of the two with the government of the world of Cascadia (Cascadia 0705) exerting power into the subsector using the Cascadia Colonization Authority (CCA). Peace Subsector is home to a sole settlement of altrants called Sanctuary.


DUSK
CASCADIA
PEACE
MOONBEAM
0101
0201
0301
0401
X
TXE-401
0501
0601
0701
0801
0102
0202
0302
0402
0502
0602
0702
0802
0103
0203
0303
0403
0503
0603
X
TXE-603
0703
0803
0104
0204
0304
0404
C
Bicocca
0504
0604
0704
0804
0105
0205
C
Argos Prime
0305
0405
0505
0605
X
TXE-605
0705
0805
0106
C
Dawn
0206
C
Tranquility
0306
0406
0506
0606
0706
0806
0107
0207
0307
0407
0507
0607
X
TXE-607
0707
X
TXE-707
0807
X
TXE-807
0108
0208
0308
0408
0508
0608
0708
0808
0109
0209
0309
0409
0509
X
TXE-509
0609
0709
X
TXE-709
0809
0110
0210
0310
0410
0510
X
TXE-510
0610
0710
0810

Dawn Subsector (Subsector E)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0106	Dawn	CA66633-A	Ag Ga Ni Ri	503	G5 V
0205	Argos Prime	C769586-9	Ni	322	G9 V
0206	Tranquility	C510224-A	Lo	210	M8 V
0401	TXE-401	X100000-0		010	M9 V M9 V
0404	Bicocca	C463442-A	Ni	113	G5 V
0509	TXE-509	X731000-0		033	F7 V
0510	TXE-510	X200000-0		021	M3 V
0603	TXE-603	X630000-0		010	F8 V M6 V
0605	TXE-605	X788000-0		012	G6 V
0607	TXE-607	X200000-0		002	M7 V
0707	TXE-707	X310000-0		013	F7 V M4 V
0709	TXE-709	X100000-0		002	M2 V
0807	TXE-807	X320000-0		022	M2 V M9 V

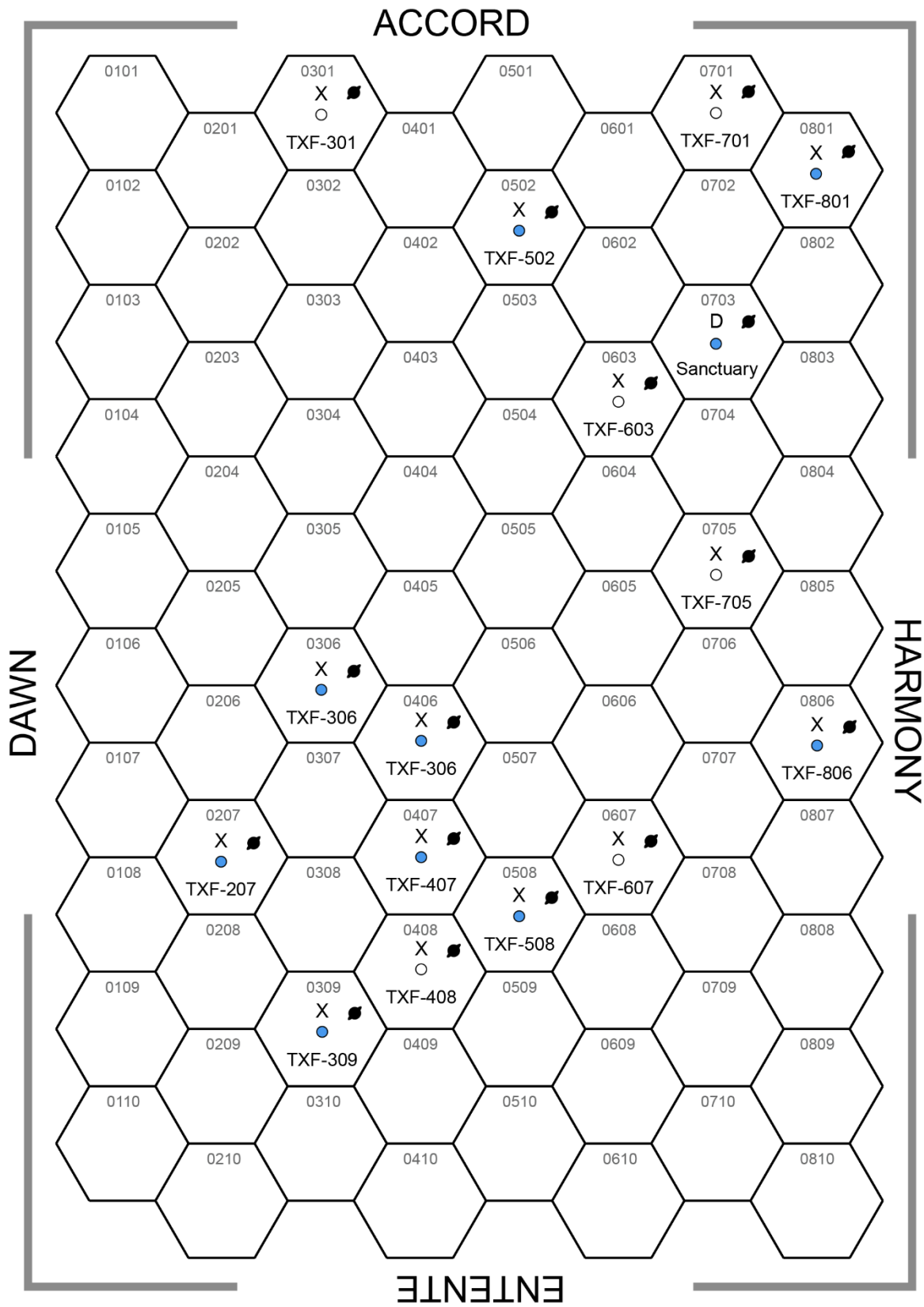
The Dawn subsector is subsector E of the Tranquility Sector which is located to trailing of the Cascadia subsector of Clement Sector. Over the last forty years, the subsector has had only four systems colonized. Cascadians will never refer to this as the Dawn Subsector but will refer to it as Lancaster Subsector.

The Cascadia Colonization Authority (CCA) has been instrumental in the settling of two of the worlds, **Dawn** and **Tranquility**, which were believed to be rich in mineral wealth. These two worlds are ostensibly independent worlds but have strong ties back to the Cascadian government.

Argos Prime is an independent world settled by Greeks and Slavs. While Dawn and Tranquility have been closely tied to Cascadia, Argos Prime has retained its independence. However, over the past five years, several mining corporations have begun to take an interest in Argos Prime. In addition, the CCA has also been negotiating with the local government to place an official base on the planet.

Meanwhile, The Argosian government has begun to lease the two asteroid belts to the mining corporations. The innermost belt has been leased to Egata Mining while the outermost belt has been leased to Blaylock Mining Corporation. The rivalry between the two companies has spread to the system as well and has even come to bloodshed on two occasions.

Bicocca is the most recently settled world in the subsector. Initially settled by Italian settlers, it is constantly seeking new immigrants to the system.


ACCORD
DAWN
HARMONY
ENTENTE
0101
0201
0301
X
TXF-301
0401
0501
0601
0701
X
TXF-701
0801
X
TXF-801
0102
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0302
0402
0502
X
TXF-502
0602
0702
0802
0103
0203
0303
0403
0503
0603
X
TXF-603
0703
D
Sanctuary
0803
0104
0204
0304
0404
0504
0604
0704
0804
0105
0205
0305
0405
0505
0605
0705
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TXF-705
0805
0106
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0306
X
TXF-306
0406
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TXF-306
0506
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TXF-806
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TXF-207
0307
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TXF-407
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TXF-607
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0108
0208
0308
0408
X
TXF-408
0508
X
TXF-508
0608
0708
0808
0109
0209
0309
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TXF-309
0409
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0810

Peace Subsector (Subsector F)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0207	TXF-207	X875000-0		022	F3 V
0301	TXF-301	X200000-0		012	M9 V
0306	TXF-306	X653000-0		022	K4 V
0309	TXF-309	X442000-0		001	M9 V M9 V
0406	TXF-406	XA97000-0		001	M7 V
0407	TXF-407	X889000-0		011	F7 V M9 V
0408	TXF-408	X310000-0		001	M8 V M8 V
0502	TXF-502	X963000-0		011	G3 V
0508	TXF-508	X754000-0		000	K8 V
0603	TXF-603	X410000-0		001	M6 V M8 V
0607	TXF-607	X300000-0		011	M9 V
0701	TXF-701	X520000-0		021	K7 V
0703	Sanctuary	D868324-B	Lo	202	G4 V
0705	TXF-705	X420000-0		003	F9 V M8 V
0801	TXF-801	X200000-0		002	G9 V
0806	TXF-806	X886000-0		001	G7 V

The Peace Subsector is subsector F of Tranquility Sector. In the 40 years since it was first explored by the US and Chinese navies, there has been only one settlement. While the US and China did place Zimm buoys in several systems, it seems that only the CCA and some pirates have been the beneficiaries of their efforts.

Sanctuary is an independent world which has been settled by the altrant hero, Eleni, and her followers. While some believe that Eleni herself might be a myth (see *Tree of Life: Altrants in Clement Sector)*, the existence of the altrant world is a known fact.

The CCA has explored the subsector on several occasions but generally keep their ships in what they refer to as "The Cat's Paw". This is a formation of systems (TXF-306, TXF-309, TXF-406, TXF-407, TXF-408, TXF-508, and TXF-607) which some in the CCA felt resembled a cat's paw when placed on a Zimm map. While it has not yet been confirmed, there is a belief that TXF-407 may the location of a CCA forward base.

History of Clement Sector

The Times of Trouble (2041-2072)

"*We will not fall, and we will not falter. If those regions that were once part of our great nation can no longer see fit to be part of it, during one of the darkest times in our history, then so be it. It would seem that Almighty God has seen fit to separate the wheat from the chaff. Let them go their own way and let all of us not forget who stood with us and who chose to abandon us. We shall stand. We shall prosper. We shall continue onward through these times of trouble."* – US President Albert Monroe (R), Philadelphia, January 20, 2061.

The period between the years of 2041 and 2072 are often referred to by historians as "The Times of Trouble", taken from a speech by United States President Albert Monroe. This unfortunate period saw the reordering of the Earth's political and economic structure and resulted in sweeping changes that would have been unimaginable only a few years earlier. The period saw suffering on a massive scale through a series of wars, pandemics, and massive natural catastrophes.

Most historians place the beginning of this period on April 23, 2041, when a war between Iran and the Greater Arab Republic (formerly known as Saudi Arabia) became nuclear. This nuclear exchange killed millions and, rather than end the war, brought the war to an unintended pause. Other historians place the beginning of the period on February 10, 2043, when a group of terrorists exploded three nuclear devices in the United States. These bombs destroyed Washington DC, Miami, and Seattle and brought the once powerful nation to its knees. While millions were killed by the bombs themselves, the resulting chaos did more to unravel the once unified nation than the bombs themselves.

While there is continued disagreement in historical circles about the beginning date of the period, there is little doubt that the period was a dark one for almost everyone on the planet. However, these violent acts in the 2040s were only the precursor to extraordinary disasters brought on by nature rather than man. The first of these disasters occurred in the United States in the state of Hawaii.

North America

US President	Term of Office
Travis Weaver (D)	January 20, 2037 – February 10, 2043
Sierra Doyle (R)	March 12, 2043 – January 20, 2053
Marcus Baker (R)	January 20, 2053 – April 3, 2057
Albert Monroe (R)	April 3, 2057 – January 20, 2069
Barlow Meyers (D)	January 20, 2069 – January 20, 2077

When popular president Travis Weaver was killed in the terrorist attack that destroyed Washington, D.C on February 10, 2043, during a State of the Union address, many other highly placed government officials were also killed. President Weaver, Vice President Diego Collins, Speaker of the House Tate Wilson, President pro tempore of the Senate Marissa Espinosa, and most of the cabinet were killed in the blast. In addition, the attack killed most of the US Congress and all nine justices of the Supreme Court. Secretary of the Treasury Addison Mortenson had been chosen as the "Designated Survivor" but, upon learning most of the United States government had been

killed in one strike, suffered a heart attack, and fell dead.

Secretary of State Reed Gillespie survived the destruction by being quarantined with an illness in his home in northern California. However, he was born and raised in Canada and was considered ineligible for the presidency. This caused the line of succession to fall to Secretary of Defense Sierra Doyle who was also quarantined in her home in Missouri with the same illness which affected Gillespie.

Doyle, a controversial figure in her own right, was the only Republican to serve in Weaver's cabinet. This led many within both the government and the public to create elaborate conspiracy theories ranging from Doyle having foreknowledge of the attacks to Doyle orchestrating the attacks for her own advantage. This wide public distrust of the sitting government opened the wound on many deep divisions which had existed in the nation since the late 20th century.

Democrats maintained that the rules against naturalized citizens becoming president should be waived in favor of Gillespie. It was felt by those who supported waiving the rules that Gillespie would be more interested and capable of carrying on the Weaver administration in the way that the slain President would have wanted. While some Republicans in government agreed with this, most Republicans in the general public saw it as a move to seize power. The few Republicans in favor of this argued that the rules against Gillespie becoming president should be waived due to such extraordinary circumstances but these members quickly found that their opinions were not welcomed by many of the Republicans throughout the country.

Gillespie, for his part, did not shy away from stating that he should be made president. In several appearances both in person and on television, he fanned the flames of the controversy by stating that he was the "rightful president" and making Secretary Doyle the president was nothing short of a "coup". Despite all the protestations, Sierra Doyle was made president on March 12, 2043. Gillespie continued to make appearances stating that the presidency has been "stolen" from him. He continued this media campaign until July 27, 2043.

On that day, the Hilina Slump, a 20,000 cubic kilometer (5000 cubic mile) section of the big island of Hawaii broke off the main island during an eruption of Mauna Loa and slid into the Pacific Ocean. This resulted in an earthquake which registered 9.6 on the Richter scale and caused a megatsunami approximately 300 meters (984 feet) high which caused destruction all along the Pacific Rim.

The initial waves annihilated the cities along the coast of Hawaii as the waves washed around the big island destroying cities like Hilo and Kailua Kona in seconds. Within minutes, the city of Honolulu was destroyed. The massive waves continued and were measured at 32 meters (104 feet) at San Francisco, 33 meters (108 feet) at Los Angeles, and 26 meters (85 feet) at Astoria, Oregon.

Already strained by the aftermath of the nuclear terrorist attacks, the new Doyle administration operating from Independence Hall in Philadelphia could do little to assist those in need along the Pacific coast. This prompted many within the Pacific states' governments to consider leaving the United States and going it alone. Secessionist feeling in California, Oregon, and Washington strengthened as the newly formed government in Philadelphia was unable to respond. Gillespie, who had spent most of his adult life in San Francisco, left a speech he was making near Philadelphia for the west coast. When he arrived, he initially called upon the people of the west coast states to support Doyle. However, within a few days, Gillespie joined the voices critical of Doyle and her perceived lack of leadership. Gillespie stated frequently over the next few months that he believed that he should be the President and that he could do little about it except "*let the people know what kind of snake they are dealing with*" and that *"her and her Republican ilk have poisoned the well"*.

When Doyle had the state governors appoint new members of the House and Senate rather than have the public elect them, Gillespie convinced Ruth Kerrigan, the Democrat Governor of California to appoint him to the US Senate. However, Gillespie would never make it to the Senate. He was assassinated on February 3, 2044, by a man named Dakota Braden Beckman while visiting a relief camp near Modesto, California. The Gillespie assassination was followed by unrest in cities on the west coast and conspiracy theories intensified.

On March 7, 2044, another volcanic collapse took place. This time the eruption of a volcano on the island of La Palma in the Canary Islands caused a large portion of the island to slide into the ocean. This created a megatsunami which raced across the Atlantic Ocean. Much like the Pacific megatsunami only months before, this megatsunami caused devastation all along the Atlantic coastlines of several nations.

The West African coast was slammed within minutes with massive walls of water. Dakar, Senegal was destroyed by waves believed to be as high as 95 meters (311 feet) and Casablanca, Morocco was slammed by a wave estimated at 87 meters (285 feet). Lisbon, Portugal was heavily damaged by a wave of approximately 53 meters (173 feet).

The island of Bermuda was impacted by waves of 42 meters (137 feet). The Bahamas, Puerto Rico and the Lesser Antilles were hit by waves of 48 meters (157 feet). Brazilian cities such as Belem and Sao Luis were hit by waves of 40 meters (131 feet). The Florida coastline in cities such as Jacksonville, Titusville and the ruins of Miami were hit with waves estimated at 39 meters (127 feet). This scene continued along the US and Canadian coast hitting cities such as Savannah, Charleston, Norfolk, Atlantic City, New York City, Portland, and Halifax with waves of approximately 30 meters (98 feet). Hours later, waves of 16 meters (52 feet) hit the Irish, English, and Icelandic coasts.

"*We've often heard that humans are "harming the planet". Well, we know that's true, but we were harming the planet in the same way that fleas harm the dog. Harmful, sure. A danger? I don't think so. Do you think those people in Honolulu, in their last moments, thought they were a danger to the planet? No, this planet is shaking us off like the dog scratches off those fleas. We've caused our damage to the planet, but we are nothing but pests and here comes the paw.*" - Comedian/news analyst Paul Carson, *Chicago Tonight,* March 30, 2044

"*I think it is clear that what we are seeing here is the beginning of the Great Tribulation. The end times are upon us."* – Pastor Herschel Morris, *Old Country Church Hour*, March 10, 2044

This second major volcanic collapse caused not only an enormous amount of damage, devastation and loss of life but also put an increased strain on the world's governments to provide aid and relief to those impacted by these disasters. The United Nations appeared to be unable to provide meaningful assistance to victims of both disasters and the European Union was strained to assist its member nations which had been severely impacted.

In the United States, the nation seemed to fall apart at the seams with competing factions coming to the fore and the Philadelphia government unable to respond effectively, several regions of the nation began to consider separation as their most viable alternative. Conspiracy theories concerning the rise of President Doyle, the placement of Congress by the governors, and the assassination of Reed Gillespie fueled this desire to separate from the nation. In 2050, California became the first state to secede from the United States and was followed by Cascadia in 2055 (the former states of Oregon and Washington), The Republic of Texas in 2060 and the Southern Alliance on June 1, 2061 (the former states of Arkansas, Louisiana, Tennessee, Kentucky, North Carolina, South

Carolina, Alabama, Mississippi, Georgia, Florida, most of West Virginia, and portions of Virginia).

"*If at first you don't secede, try, try, again.*" – Michael C. Temple, Governor (R) of Alabama, April 3, 2061

"*If we are going to do this, then we need to make a break with the past. We can't simply try to resurrect something whose time has come and gone. The South is no longer about racism and bigotry. The greatest obstacle to our separation is that many fear that we are returning to our shameful past. I, too, fear that it is a possibility and therefore we must not allow even the appearance of this, and I will not be a party to anything which does. We must stand on our own and take care of our own people because it is clear that the failed government in Philadelphia will not. And we will do so but we will have no return of the Confederacy and the values of two hundred years ago."* – David R. Robertson, Governor (D) of Georgia, May 30, 2061

This rift, however, was initially performed without the warfare of the 1860s. While there were several incidents of violence that occurred, the transfer of property between the new nations and the United States was mostly peaceful. The United States seemed to press on after 2062 and was able to use new facilities in Arizona to launch spacecraft. By the end of the period in 2072, the United States had established a single lunar base in Picard Crater and continued to maintain an orbital station. The other nations which were formed by the breakup of the United States were unable to establish off-world colonies during this period.

Mexico was also hard hit by the pair of megatsunami. Coastal cities such as Mazatlán, Puerto Vallarta, Cancun, Tampico, and Veracruz were devastated following the disasters. The Mexican government, which already survived challenges from the drug cartels in the early 21st century, had become stronger and far more organized than had once been the case.

President Miguel Obregon declared a state of emergency in his nation and the country pulled together to attempt to solve the crisis. The Mexican public galvanized and was able to aid the devastated areas with the Mexican Federal Police leading the effort in many locations. In this way, Mexico was able to recover faster than their neighbors to the north.

Canada was also ravaged by the pair of disasters. At first, the Canadian government was able to respond to the cataclysm. However, mismanagement in the system soon led to several internal problems. In 2055, British Columbia, which was dissatisfied with Ottawa's amount of aid sent to Vancouver, decided to secede from Canada and join Cascadia. This was followed in 2057 by the secession of Quebec to be an independent state.

Europe

The European Union, though long dogged by financial problems, at first appeared in 2044 to be able to respond to the disaster's wake left in Portugal, Spain, Ireland, the UK, and Iceland. However, by 2046, it became obvious that the EU was unable to absorb the amount of physical and financial damage caused by the disasters. In late 2046, the United Kingdom once again left the European Union as it had done before in the early years of the 21st Century and was followed soon after by the newly elected right-wing government in France. Germany left the EU in 2047 and the union was all but over. Brussels continued to work with several of the smaller nations of Europe but without the three largest economies taking part, the EU seemed doomed to fail. However, the union of these other nations did manage to hold on until the early 22nd century.

Scotland had left the United Kingdom following a referendum prior to the beginning of the "Times of Trouble" period. In 2045, following the La Palma disaster, Northern Ireland left the UK and joined with Ireland. This created the United Kingdom of England and Wales which lasted throughout this period.

Norway joined the EU in 2038 by a narrow margin in a referendum which has left many in the nation bitter toward the European Union. Despite misgivings after the La Palma disaster, Norway and the other Scandinavian nations would remain within the European Union until 2124.

Greece, which had left the union in the early 21st century, began to embrace nationalism with the election of a succession of far-right leaders. This led to tensions with several of Greece's neighbors and, in 2054, a war with neighboring Macedonia. Within weeks, Bulgaria joined the fight on the side of the Greeks. By the end of the war in 2056, the Greeks and Bulgarians had split and annexed The Republic of Macedonia.

This was followed in 2059 by a war between Greece and Turkey concerning disputes over the Aegean Sea and Cyprus. Greece aggressively pursued those claims resulting in a violent war fought mostly on the sea and in the air. Most of the ground fighting was in Cyprus and along the Greek-Turkish border near Edirne and Kasan. This fighting, particularly in Cyprus, was extremely costly to both nations. In 2061, the war ended in a stalemate with the German brokered Treaty of Munich.

Germany was the first European nation to recover from the crises. By 2072, Germany had recovered to the point that it was the world's third strongest economy. As repeated requests from Brussels to rejoin the European Union were ignored, Germany began to exert influence globally by not only helping to end the Greco-Turkish War but also in assistance provided to the nations of North America to aid their recovery. Following a widely publicized insult against German Chancellor Carsta Stöckl by United States President Barlow Meyers at a conference of leaders of the nations which were once part of the United States, Germany began to overtly support the continued existence of the new nations of North America. This led to a particularly close relationship between Germany and the Southern Alliance and an erosion of relations between Germany and the United States.

„Die Äußerungen des US-Präsidenten Barlow Meyers gegenüber Kanzlerin Stöckl sind im gesamten deutschen Sprachraum mit Bestürzung und Empörung aufgenommen worden. Außenminister Adrian Römer kündigte diplomatische Konsequenzen an, sollten die Vereinigten Staaten sich nicht formell entschudligen!" - Jonas Auerbach, Moderator "der tag", 2072

"President Meyers' statements concerning Chancellor Stöckl have been received with great dismay and outrage throughout the entire German-speaking part of Europe." - German foreign secretary Adrian Römer announced diplomatic consequences if no formal apologies should be offered by the US! " - Jonas Auerbach, anchorman, public German news stream "der tag"

Germany was the first European nation to place a colony on the Moon at Tsander Crater in 2064 and the first European nation to place a colony on Mars at Jannsen Crater in 2071. By 2072, Germany had expanded to a permanent station in orbit around the Earth, two colonies on the Moon and a colony on Mars.

Russian expansion and the annexation of Eastern Ukraine, and Crimea in the early 21st century damaged the nation's relations with much of Europe for several years. Although many expected Russia to continue expansion and annexation of the Baltic States, this never materialized. Following the end of sanctions, the Russian economy soared to new heights. In 2044, Russia was able to send some aid to the western European nations hit hard by the La Palma disaster.

By 2072, Russia was the world's sixth largest economy and was able to exert a great deal of influence over its neighbors to the west and south. The nation continued to be a force in international politics becoming the first nation to recognize The Pan-Islamic Caliphate, California, Texas, Cascadia, and the Southern Alliance as nations. At the end of the period, Russia had an orbital presence, a lunar base, and a floating colony In the Venusian atmosphere.

In response to growing Russian influence and a distrust of the European Union following the annexation of Eastern Ukraine and Crimea as well as the EU's inability to stop the Greco-Turkish War, Poland and the Baltic States formed a defensive alliance and growing economic ties. This helped to maintain Poland as the 23rd most powerful economy.

South America

Brazil continued to expand its influence and its economy throughout this period. The La Palma disaster destroyed several cities on the northern coast, but the nation was able to endure through this crisis.

By 2072, Brazil had an orbital station as well as two lunar colonies. In late 2072, Brazil launched ships to establish the first colony on Mercury. The colony was a success and was officially declared as a state of the Federative Republic of Brazil in 2075.

In 2047, perceiving British weakness due to the La Palma disaster and the subsequent political turmoil, Argentine forces landed troops on the Falkland Islands. The Argentineans met little resistance to the annexation of the islands and endured only denunciations from the United Kingdom and the United States.

The right-wing government in Buenos Aires became increasingly militaristic during this period. Tensions began to rise between Argentina and Brazil. Though there was not a war between the nations during this time, there were incidents when it appeared that there might be. A cold war existed between the two nations for most of the period.

The Middle East

In the Middle East, The Greater Arab Republic continued to fight a war with Iran from 2039 until peace was achieved in 2044. In 2041, the war went briefly nuclear as the GAR performed a nuclear strike against key targets within Iran. Iran was able to respond with their nuclear missiles. This effectively halted the war for almost six months as command and control in both nations became confused at best. Once the nations were able to recover operational readiness, the conventional war began anew. No further nuclear exchanges occurred.

Following the GAR-Iran war, both nations' governments were weakened. This resulted in both nations experiencing a revolution within five years of the end of this war. In 2048, the fundamentalist GAR was overthrown by moderate Islamic forces led by Khalid Kazzar. While many expected Kazzar to call for a return of the monarchy, Kazzar instead decided to have the GAR join the Pan-Islamic Caliphate.

The Pan-Islamic Caliphate was first founded in the early twenty-first century by militants attempting to overthrow existing governments throughout the Middle East. These fundamentalists were able to subvert several governments in the region including Iraq, Syria, Lebanon, Turkey, Jordan, Libya, and Egypt. During the 2030s and 2040s, much of the fundamentalist rhetoric remained but the actions of this unified government began to soften over the years. More moderate groups began to gain power within the Caliphate. By the late 2040s and early 2050s, the Caliphate began to recognize many sects of Islam and changed their name to the Pan-Islamic Caliphate both to establish their acceptance of other sects as well as their belief that all Muslims were part of the Caliphate regardless

of if those Muslims lived in other parts of the world or if they themselves accepted this membership.

By 2072, The Caliphate is made up of the former nations of Saudi Arabia, the United Arab Emirates, Iraq, Qatar, Kuwait, Morocco, Oman, Sudan, Syria, Kurdistan, Lebanon, Palestine, Tunisia, Libya, Jordan, Bahrain, Afghanistan, Algeria, Western Sahara, Niger, Chad, Somalia, Azerbaijan, Pakistan, Yemen, and Turkmenistan. At the end of the period, the Caliphate had experienced widespread growth and was the fourth most powerful economy on the planet. The Caliphate established a lunar colony in 2070.

Iran continued to remain independent despite calls from many for the nation to join the Pan-Islamic Caliphate. Throughout this period, Iran continued to grow in economic power in the wake of the war with the Greater Arab Republic. This war and its aftermath placed Iran at odds with many of its neighbors, most of which had joined the Caliphate or had sided with the GAR during the war.

Despite many attempts to get Turkey to join the Caliphate, the nation remained independent throughout the period. This was not without problems as many of the nation's people wished to join the Caliphate. However, many Turks felt that the nation remaining secular would be the best course of action. The Caliphate did provide some material support to Turkey during the Greco-Turkish War. Turkey was able to continue to maintain good relations with the larger nation throughout the period.

Africa

The megatsunami from the La Palma eruption devastated much of the west coast of Africa. However, that would not be the end of problems for Africa during this period.

In 2057, an outbreak of Ebola began in the recovering areas of Liberia and Senegal. Within weeks, it became apparent that this outbreak would be far more deadly than previous events. This strain of Ebola had mutated to become spread through the air. This airborne Ebola soon began killing people throughout Western Africa and beyond. The situation was worsened by the lack of medical and relief supplies from other nations as well as a war between several factions throughout Mali, Niger, and Burkina Faso and, of course, the disaster brought on by the La Palma eruption and subsequent megatsunami.

In the end, millions died from the outbreak until 2059 when medical officials working under Dr. Umaru Obasanjo in Nigeria were able to find a cure for the disease. The cure was soon distributed among the population of Nigeria and neighboring countries before being sent to other nations around the world.

The Nigerian economy began to recover following the distribution of the Ebola vaccine. With its wealth of natural resources, the nation was primed for success. Now, having survived disease, disaster, and the terrorist attacks of the early years of the 21st Century, Nigeria became the leading independent African nation.

Nigeria's success enabled the nation to exceed the economy of Kenya, once the largest economy in Africa. However, while Nigeria was able to grow faster, Kenya's economy continued to expand. The construction of three nuclear power plants was able to foster continued industrial expansion near the primary cities of Nairobi, Mombasa, and Kisumu. By the end of 2071, Kenya was the world's 27th largest economy.

Asia

Much as it had during the late 20th Century, China continued its rise to preeminence during this time. With disasters, wars and financial crises befalling the United States and Europe during the so-called "Times of Trouble", China was suddenly the lone

superpower of the world. With a strengthened navy, a strong economy and an indomitable political will, China was able to flex its muscles and dominate much of its sphere of influence.

China was the first nation to establish two permanent lunar colonies before the "Times of Trouble" period and a third in 2041. In 2053, China opened the first Stanford torus-styled station in orbit and moved a population of over 100,000 on board. Building and maintaining this station and the lunar colonies prepared China for the hardships and costs involved in expanding into the solar system. With this experience, China was able to establish a floating colony in the atmosphere of Venus in 2060 as well as the first permanent base on Mars near Olympus Mons in 2067. By 2072, China had five colonies on the Moon, two on Venus and three on Mars.

From 2062-2067, India fought a bloody war with Pakistan over the long-disputed Kashmir region. This war killed millions on both sides of the conflict and threatened on several occasions to go nuclear but did not do so. In 2067, German diplomats were able to secure peace between the two nations. Pakistan was mortally wounded in the conflict, and it was felt that the nation could not continue as an independent entity. Pakistan joined the Pan-Islamic Caliphate in 2068.

Chinese support for Pakistan during the war disrupted relations between India and China. This tension continued as India began closer relations with Australia and Japan and all three nations began to press for Tibet to be free of Chinese rule. This did much to create a feeling of cold war between these three nations and China which resulted in growing tensions as the period ended.

Following the war, India was still the second most powerful economy in the world. India had established a permanent orbital colony in 2054 and used this orbital "high ground" to great effect in the war against Pakistan. Following the war, India was able to establish a lunar colony in 2069 and a second lunar colony in 2071.

Japan suffered some damage from the Hilina Slump disaster, but it was able to recover quite quickly. The nation has been able to maintain its place as the fifth most powerful economy. This economic strength, along with disputes concerning the Senkaku Islands and the continued rise of conservative nationalist forces within Japan, has caused continued friction with China.

This continued tension between Japan and China led to a revision in Article 9 of the Japanese Constitution. Japanese politicians, particularly those from the Liberal Democratic Party, reinterpreted Article 9 to mean that the Japanese could build a standing army, navy, and air force to replace the Japanese Self-Defense Forces. This also allowed for the use of Japanese military forces to defend Japanese interests in space and on the moon.

By 2072, Japan had a limited presence in orbit and one lunar base. This base, located north of the Indian bases and the two nations maintained friendly relations throughout this period. Japan also enjoyed a close alliance with the Australians on the moon and the two nations maintained joint operations.

During this same period, Indonesia found itself in competition with not only the massively powerful China but also Japan, Australia, and Thailand. Nationalism ran high in Jakarta and with their new leader, Edi Yudhohusodo. Yudhohusodo maintained power in Jakarta for over thirty years despite several coup attempts.

Tension with Malaysia, Japan and Australia continued to grow following Indonesia's annexation of East Timor in 2053. While the United Nations protests were met with deaf ears by the Indonesian government, Australia and Japan moved to solve the problem diplomatically. The move failed and, at home, Yudhohusodo was only strengthened by this opposition. In 2056, with tension building over oil rich areas of the Celebes Sea, Indonesia troops invaded Malaysia. Within weeks, Thailand joined the war in support of Indonesia. The war cost the lives of thousands

and, in the end, resulted in Malaysia being split between Indonesia and Thailand in 2060.

During the war, when the Indonesian-Thai Alliance began to move on the city-state of Singapore, Japan and Australia came to the city's aid using their naval strength and troops brought in by air. Not wanting to risk war with both Japan and Australia, the Indonesian-Thai Alliance backed down and soon the war was over.

Australia's economy continued to improve during this time leading to greater prosperity for its people as well as a larger military. Australia and Japan worked hard to provide a counterbalance against both China and the Indonesian-Thai Alliance. Following the end of the Malaysian War, Australia continued to work closely with Japan and the two formalized an alliance in 2063.

By 2071, Australia had established a small station in orbit around Earth as well as a lunar base near the Japanese base. In late 2071, the two bases became the only two colonies owned by different nations to be connected by an underground passageway and rail system.

#	Nations in Order of Economic Power (as measured by GDP) Dec 31, 2071
1	China
2	India
3	Germany
4	The Pan-Islamic Caliphate
5	Japan
6	Russia
7	United States
8	Brazil
9	Indonesia
10	Mexico
11	European Union
12	California Republic
13	Republic of Texas
14	Southern Alliance
15	Australia
16	Canada
17	United Kingdom of England and Wales
18	Argentina
19	Nigeria
20	Cascadia
21	Iran
22	France
23	Poland
24	Spain
25	Thailand

The Solar Colonization Period (2073-2160)

"Space is just like my ex-wife: Cold, unforgiving and always trying to kill you." – Captain John "Jack" Andrews, Republic of Texas Lone Star Navy Exploration Service, 2159 (standard)

The "Solar Frontier" period is the term used for the years 2073-2160. Most historians place the beginning of this period from the foundation of the first permanent colony in Jupiter's orbit. Historians say this period ended with the presentation of Johann Zimm's original Zimm Drive theory. Some historians will argue that the end of this period should be marked in 2180 when the first "Z-ship" arrived at Proxima Centauri.

On October 11, 2073, China established their first colony among the Jovian moons. This first colony on Sinope would be the first of many that would establish humanity's beachhead outside the inner solar system. China used Sinope as a base to further explore the moons of Jupiter and scout out potential locations for additional bases. India and Germany soon followed and by the late twenty-first century, there were over twenty bases throughout the Jovian moons.

During the early years of this period, advances in medicine enabled a greater quality of life for most people. Some treatments, such as selective genetic editing, made it so that many diseases and conditions such as cystic fibrosis, Duchenne muscular dystrophy and Huntington's Disease became things of the past. In addition to creating the ability to cure genetic disorders, these advances allowed for parents to choose aspects of their child's genetic makeup. While some in the early days criticized these moves as immoral and unethical, by the 2160s, most regarded this sort of control over their own bodies and that of unborn children as simply a matter of course.

In addition, these new genetic treatments combined with increased ability to control the human body also allowed the body to remain youthful and vigorous for much longer periods of time. However, these anti-aging treatments are most effective if given while the child is still an embryo. These treatments became widespread throughout all the nations of the world due to many factors not least of which was the philanthropy and humanitarian work of the treatment's inventor Dr. Julianna Seidel. Dr. Seidel, best known before this as the lead researcher on the team that created the HIV prevention vaccine, was dedicated to the idea that this treatment be spread throughout the world, and she took great pains to do just that. Seidel made it her mission to ensure that all children received these treatments at the point when it was most effective. Seidel Pharmaceuticals worked with nations and non-governmental organizations in getting the treatment to pregnant mothers despite any costs to her company or to her personally.

Some nations resisted the company's assistance and many political activists began to protest across the spectrum of political thought. Environmentalists protested that the Seidel treatment allowed for mankind to endanger the Earth by requiring even more of its resources. Some believed that, by making the treatments widespread, Seidel was simply creating more poor people to require care from the world's governments and that these advances would tax the existing government structures to a breaking point. Some believed that only certain nations, classes, or races should be allowed to be treated.

In the end, Seidel and her partners were able to get the treatment spread to the people of Earth. She was able to achieve her goal of having most humans on Earth treated to have their aging process arrested or delayed and to get the treatment used on young

children and newborns in the majority of nations on Earth by 2099.

"Everyone likes to think of Julianna Seidel as a great humanitarian and the "Mother of Extended Life". Bullshit. She's nothing more than the greatest destroyer of worlds ever to live on Earth. Her treatments have done more to overburden the world's governments and damage the world's environment than anyone in human history. Humans were never meant to live so long and it's disrupting the balance." – Arthur Gardner, BBC Interview, June 5, 2110

"Julianna Seidel? A humanitarian? Oh no. Seidel was the greatest marketing genius that ever lived. She gave those treatments away for free all over the world, yeah, that's true. But then you simply live longer and continue to need care. Oh sure, you're not going to die as soon nor age as much, but you're still going to catch the common cold, the flu, suffer from various ailments. You didn't just become invulnerable. And who is going to step in and sell you meds? Yep. Seidel Pharmaceuticals that's who. Greatest marketing scheme ever that's what it was." - Sharon Gibbons, World Business Report, October 15, 2112

This ability to control the human body extended into many facets of human life. With lifespans now extended well into the 160s by the late 2100s, this caused several changes within many cultures across the planet. While it was a distinct blessing that diseases and conditions as varied as malaria, HIV, and diabetes now had cures and could be prevented, the increased life span and viability of humans throughout the world often placed a strain on the support systems established to care for those in need.

Social changes arose as well as parents could now use genetics to not only affect the appearance of their child but to also influence their future lives. Now not only could single gene disorders be eradicated but also disorders such as obesity, asthma, and autoimmune diseases were now no longer passed forward from family members.

Humans also now had unprecedented control over their own bodies. Medical advances in this period gave people the ability to change their appearance, their weight, and their gender with far less difficulty than had ever been experienced by humans in the past.

North America

On February 3, 2073, a massive earthquake struck Los Angeles in the California Republic. The city, which had almost fully recovered from the Hilina Slump disaster of 2043, was once again devastated. Talks began between California President Jared Honey and the United States President Barlow Meyers for the US to aid California. In the end, these talks, along with the money and materials supplied, led to the return of California to the United States on January 1, 2074.

This was not greeted with adulation by many California residents, particularly in northern California, who wished to remain independent. Groups such as The Rising Bear and The California Liberation Front rose and began attacking relief shipments and anyone who had expressed support for a return to the United States. As it became obvious that Cascadia and Mexico were supporting the California rebels, the United States began a campaign against the rebels and those who supported them.

The United States began offensive operations against Cascadia and Mexico on April 8, 2075. Fighting soon spread across the continent as the Southern Alliance and Texas allied with Cascadia and Mexico. Canada allied with the United States. In most areas, particularly in Virginia and Oregon, this erupted into guerrilla warfare and city fighting while armor battles took place in the southwest between Mexican-Texan forces and the United States.

The war was finally stopped by an agreement brokered by Germany and China which brought the hostilities to a close on July 4, 2076. At the end of the war, California and the former American portions of Cascadia were absorbed back in the United States. Southeastern Virginia went to the United States from the Southern Alliance. The majority of Oklahoma joined Texas.

While terrorism and guerilla attacks continued on both sides well after the official end of hostilities, the tension grow even hotter. In 2151, the Red-Blue War erupted along the border between the Southern Alliance and the United States in Virginia. The fighting led to intense fighting all along the borders of the United States and within the absorbed California and Cascadia regions as partisans in those areas joined the fight. When the fighting ended, central Virginia was annexed into the United States while the Southern Alliance agreed to give up all territorial claims within the new borders of the US.

Many Californians and Cascadians continued to champion a return to independence from the United States well into the 2200s. Most famously, Canadian businessman James Lancaster would name his second corporation, the Cascadia Colonization Authority, in honor of the failed nation going so far as to hand draw a version of the Cascadian flag on a napkin to be used as the symbol of the CCA which is still in us today. A colony was founded in Clement Sector named "Cascadia" in honor of the company but many who left the former nation and emigrated to Clement Sector moved to the planet Cascadia due to the name and confusion lives on to this day. Many of those who currently live on Cascadia, while they tend to revere early American historical figures, continue to hold a grudge against current Americans and Canadians based on actions taken by those nations during this period.

These wars served to dull the United States' expansion into the solar system and cost all the nations of North America dearly in human life, resources, and funding. By the end of 2160, the United States had founded a second lunar base and still retained its colony at Picard Crater and its aging orbital station. The Southern Alliance established a lunar colony in 2152. The Republic of Texas established an orbital station in 2156 and a lunar colony in 2159.

Europe

In June of 2124, the nations of Norway. Sweden, and Denmark, along with Finland, departed the European Union to form the Union of Scandinavia. Norway had joined the EU in 2038 by a narrow margin in a referendum which has left many in the nation bitter toward the European Union. Finland, despite not being Scandinavian joined as the four nations had worked well together during the La Palma crisis though many Finns will insist the name of the Union is The Union of Scandinavia and Finland.

As it turned out, this was the final death blow to the European Union and the remaining member states decided to dissolve the union for good. Many of the remaining states continued to work well with one another into the 23rd century and beyond, but the formal European Union had ended.

Germany spent most of this period working to establish colonies throughout the solar system. Germany established five additional cities on Mars and two mining colonies in the asteroid belt. Germany also established two colonies on Jupiter's moon Ganymede and a colony each on Saturn's moons Dione and Iapetus. Germany became the first nation to establish a base in Uranus' orbit by placing a colony on Umbriel and followed this up by a base on Ariel. In 2158, Germany established the first colony in Neptune's orbit on Triton.

Colonizing these planets and moons was a dangerous enterprise and many of the colonies failed. The base on Uranus' moon Ariel was the scene of the worst incident of the

period. Several of the colonists came down with a mysterious illness which then spread throughout the colony. The last transmission from the colony stated that only a few of the colonists seemed to be immune from the disease. On September 13, 2159, within minutes of the last message from Ariel, the colony was destroyed by a nuclear explosion. The source of the explosion remains controversial and conspiracy theories abound. These theories range from a military experiment gone wrong and a subsequent "nuclear cleansing" to a discovery of aliens which needed to be erased from the cultural record. German explorers on the Clement Sector side of The Conduit would later remember those who died in the incident by naming the sector to coreward of Clement "Ariel Sector" in their honor.

"Es war entsetzlich! Selbst im Orbit war der Lichtblitz schmerzhaft für die Augen. Die Sensordrohnen, die wir zur Aufklärung des Ausbruchs abgesetzt hatten, fielen natürlich schlagartig aus. Aber trotz der Eiseskälte auf Ariels Oberfläche konnten wir die Restwärme der Explosion noch für fast 48 Stunden messen. Keiner meiner Freunde da unten ist dort heraus gekommen - überhaupt keiner kam da raus..." - Zoja Balodis, Erster Maat des Versorgungsschiffes „Riga" nach derAriel-Katastrophe

"It was horrifying. Even in orbit the flash was painful in the eyes. The sensor-ROVs we sent in to investigate the "Outbreak" immediately went dead. And despite the bitter cold on Ariel's surface, we could detect the residual heat of the blast at bottom of the crater for almost 48 hours. None of my friends down there came out alive - nobody at all got out..."- Zoja Balodis, first mate supply ship "Riga" shortly after the Ariel disaster

Russia was able to overcome its slow start in gaining interplanetary colonies. Its lone colony in the atmosphere of Venus was soon joined by a second in 2074, a third in 2076, and a fourth in 2079. By the 2160s, the Russians were able to control much of the skies of Venus with fifteen colonies spread throughout the planet's atmosphere.

This Russian expansion to Venus caused friction with China and India but the nation found ways to work with both of its rivals. While most of the Chinese and Indian colonies were in Venus' atmosphere in the northern hemisphere, the Russians kept all of theirs in the south. This distance also kept tensions between the Russian colonies and those of China and India to a minimum.

In 2109, Russia was able to establish a colony on Mars. A second colony, attempted in 2132, failed to be able to get its agriculture working properly and was abandoned in favor of expanding the first colony. Russia was able to post two colonies within the asteroid belt and, in 2158, established a colony on the Jovian moon of Pasiphae.

In 2086, Scotland held a referendum and rejoined the United Kingdom. While the final vote was a narrow one, a majority felt the time was right to reenter the UK. Some in Ireland attempted to get a referendum there but it was soundly defeated.

South America

The Brazilian economy continued to be strong throughout this period and the nation remained South America's leading economy. The Brazilian lunar and orbital bases as well as their colony on Mercury continued to thrive.

Brazil opted to not establish a Martian colony and instead went forward with a series of mining bases within the asteroid belt. By the end of 2160, Brazil had established fifteen bases spread throughout the asteroid belt with the intention of establishing more.

Tensions between Brazil and Argentina which had threatened to boil over into war gradually subsided by the advent of the 22nd century. Argentina's attentions grew more focused on obtaining a foothold in outer space.

Argentina was able to establish a small orbital station in 2101. This was followed by a lunar colony at Hanno Crater in 2107. A second colony was established at Biela Crater in 2110.

Meanwhile, Brazil, Peru, Venezuela, and Bolivia continued their efforts to save and repair the Amazon Rainforest. The loss of much of the broadleaf forest in the 20th century was reversed in the early 21st century through the effort of the South American governments as well as non-governmental organizations dedicated to saving the rainforest. By 2143, forestation had returned to pre-1960 levels. The three nations signed the Rainforest Protection Pact in 2144 to ensure no further human impact on Amazonia.

The Middle East

The Pan-Islamic Caliphate continued to have a resilient economy following the end of the "Times of Trouble" and into the period of Solar Colonization. In 2084, Turkey joined the Caliphate and the Caliphate's lone lunar colony was joined by a second colony in 2078.

While the Caliphate was controlled by more inclusive elements throughout the 21st century, the dawn of the 22nd century saw the reappearance of fundamentalism and those who would see the nation return to its more radical roots. In 2133, the ruling caliph and his moderate allies were challenged by these reformers.

At first, this challenge was only a call for free elections throughout the Caliphate. The caliph granted this request, and, in the subsequent election, the moderate factions won. This led to accusations of election fraud and the protests against the ruling government became violent. The caliph took no action against the protestors and instead encouraged them to state their desires for a better government. Within weeks, bombing attacks were carried out by the radicals in several cities such as Tripoli, Beirut, Cairo, and Baghdad.

With the disagreement now turning into a violent civil war, the caliph began to wage a brutal campaign to eliminate the radicals. Over the next five years, the war would continue and spill over into incidents within independent Iran as well as the Caliphate's lunar colonies. In 2138, the Caliph consolidated his power and, after making several concessions to the radicals, was able to continue as the nation's leader.

The recovery from this internal strife was short-lived and in 2145, the Caliphate found itself involved in a war with Iran over access to the Persian Gulf. This limited conflict which lasted only a few months, however, only strengthened the Caliph's political position, and resulted in a stronger nation overall. The war, however, extended into space and saw actions between the two nations' limited space navies as well as their wet navies and ground forces.

In 2154, the Caliphate was able to establish a Martian colony and a second was established in 2157. A third was planned for 2159 but was abandoned after an accident during the early stages of construction.

Iran suffered far more in the 2145 War and saw the destruction of its maritime and space fleets as well as much of its armed forces. Iran had established a lunar colony in 2098 and this was destroyed by Caliphate forces during the Battle of Wargentin Crater. Iran began a program to rebuild its space navy but by the end of this period had yet to reestablish an offworld presence.

Africa

Nigeria's role as the leading independent nation in Africa continued throughout this period. However, it was the building of Earth's first space elevator in 2146 that really boosted the nation's economy. Built by the governments of Nigeria and Cameroon in concert with the Nigerian-based global

megacorporation Azikiwe Transport, the elevator was anchored near the peak of Chappal Waddi. In addition, a spaceport was built on the nearby Mambilla Plateau.

By the end of the period, Nigeria was the world's fastest growing economy. The nation had the only working space elevator, a large manned orbital station, a lunar colony, two colonies on Mars and an increasing presence in the asteroid belt.

Kenya was able to maintain its position as the 27th leading economy on Earth. With the continued expansion of the nation's industrial base, Kenya appeared ready to attempt to overtake the Nigerians as the leading independent nation in Africa. However, Chinese investment in the nation began to dry up as China continued to invest in offworld bases and colonies.

Asia

China continued to be the world's driving force throughout this period. The Chinese continued to advance technologically and expand throughout the solar system. China had already established five colonies on the Moon, two on Venus and three on Mars by the end of the so-called "Times of Trouble". During this period, the Chinese would expand to having a permanent base on Mercury, five floating colonies in the atmosphere on Venus, increase their colonies on Mars to eight. In addition, the Chinese were able to establish colonies on Ceres, Jupiter's moon Europa and Saturn's moons Rhea and Titan.

However, China's rivalry with India continued to increase and by the mid-22nd century, tensions grew. In 2152, when the first components of a Chinese colony arrived to settle on Saturn's moon Titan, India protested. India had established a base there in 2150 and steadfastly refused to allow the Chinese to land. The Indian colony on Titan threatened to shoot down the Chinese craft if it continued its approach. After several days of high drama, the Indian and Chinese governments reached an agreement to allow for a Chinese colony on Titan.

India, for its part, had also continued to expand into the solar system. While starting this period with two lunar colonies, India during this period established six floating colonies in the Venusian atmosphere as well as five colonies on Mars. India also established a colony on Vesta in the asteroid belt and placed a colony on Jupiter's moon Io as well as the colony on Titan.

Chinese-Indian disagreements were not the only tensions in the region. In 2081, Indonesia moved to annex Singapore. When Indonesian troops moved to take over the city, they became involved in a firefight with Japanese soldiers assigned to the Japanese Embassy located at the Singapore Land Tower. This led to retaliation from the Japanese Air Force with support from the Australian military. Within days, the South Pacific War had started with Japan and Australia allied against Indonesia and Thailand.

"I have just received a report that the fleet destroyers RAS Adelaide and RAS Brisbane were fired upon by several large Indonesian surface combatants just before arriving in Singapore last night. Adelaide and Brisbane immediately engaged the Indonesian vessels destroying two, damaging another and at that point the enemy vessels retreated towards the southwest. The engagement was relatively short and both Australian warships are now safely in Singapore harbour with minor damage. There were no casualties on either ship. More information will be released as soon as possible." – Rear Admiral Tien Thi Hang, Chief of Navy, Republic of Australia Navy, April 30, 2081

The war lasted five years. Following the deployment of Australian and Japanese troops, the war became the first in human history that robots and drones made up most of a fighting force. Japanese robots in particular played key roles in the battles during

this war including one incident near the end of the war which would change the course of human-robot relations.

During the Battle of the Riau Islands, Japanese and Australian naval forces were engaged in heavy fighting with naval forces from the Indonesian-Thai Alliance. The Japanese Space Defense Command had given orders to the artificial intelligence running a satellite to provide a reprisal attack if it appeared that the Japanese-Australian forces were losing the battle. Instead, the AI in command of the satellite determined, of its own volition, that the war could be ended swiftly by an all-out attack on Bangkok.

#	Nations in Order of Economic Power (as measured by GDP) Dec 31, 2160
1	China
2	India
3	Germany
4	The Pan-Islamic Caliphate
5	Japan
6	Brazil
7	Russia
8	Mexico
9	United States
10	Southern Alliance
11	Republic of Texas
12	Australia
13	Nigeria
14	Indonesia
15	Canada
16	Union of Scandinavia
17	Argentina
18	United Kingdom
19	Iran
20	Poland
21	Korea
22	France
23	Spain
24	Switzerland
25	South Africa

This had been avoided by the Japanese government due to the loss of life that would be sustained. However, the AI determined that this would be the quickest and easiest solution. The AI moved several automated ships from the Japanese orbital station into position near it and launched a devastating kinetic orbital strike on Bangkok using its entire arsenal and that of other automated vessels in the area. The attack killed more than three-quarters of the city's population and Thailand sued for peace.

Following this attack, it became standard procedure for most nations to always have humans on board vessels, especially military vessels. In a rare show of unity among Earth's nations during this period, the majority of the United Nations' members signed a treaty outlawing "AI only" vehicles.

The war with Indonesia would last only a few more months after the Bangkok attack. Following the end of the war, Indonesia was forced to allow Malaysia to become an independent nation once again as well as to give independence to East Timor. All this spelled disaster for the Indonesian government and the right-wing government there was expelled in favor of free elections.

By the end of 2160, Japan continued to have good relations with Australia, and this extended to the lunar bases there. The two bases expanded toward one another and by the end of this period had become one large underground city. However, neither nation expanded beyond Luna during this period.

After the reunification of Korea in 2053, southern Korea had much to do with the building infrastructure within the former North Korea. Investment into the country by China was able to aid the nation in its recovery and, by the end of 2160 over a hundred years later, Korea was able to become one of the wealthiest nations in the world. Korea found itself in agreement with China on many issues following this and was often at odds with Japan and Australia as well as India during this period. Korea was able to build an orbital platform by 2147 and establish its first lunar colony in 2159.

The First Interstellar Colonization Period (2160-2200)

"I remember reading about the first American astronauts and several of them saying that, when they saw Earth from orbit the first time, it made them think that all humanity was one and of global peace, which is a beautiful thought. I guess I'm less profound. The first thought I had was that Earth was such a small cage in which to keep humans. Like lions or bears in a zoo. We needed to escape our cage, get out into our own solar system, and then go further. We needed to go, not just to the next star over, but to all the stars. Anything less is just keeping humanity in a cage." – Samuel Garan, in an interview with Alan Niven, September 16, 2154 (standard)

The First Interstellar Colonization Period is said to have begun when Johann Zimm first presented his theory of the Zimm Drive to the world in 2160 and to have ended when Zielicke and Szymczak discovered The Conduit in 2200. The period is marked by the expansion of humankind out of Earth's solar system and into the systems of what would come to be called Earth Sector.

German scientist Johann Zimm presented his "Theory on the use of the property of extradimensionality of quantum entanglement to travel long distances without the violation of the speed of light" in August of 2160. Zimm had already conducted several experiments showing it was possible and, at a gathering of physicists in Zurich, disclosed the principles of his theory. He had discovered that the force which caused two particles to become paired used a dimension of space-time which allowed for a connection over large distances.

Zimm was able to determine that a vessel could enter this extradimensional space through a certain point and then come out of the distant point a short time later. Zimm, ever humble, named these "Zimm Points" and noted that there were several which could be used to travel as little as one astronomical unit, several which could be used to travel larger distances within the same solar system, and those which he believed would allow a vessel to travel much further than insystem distances.

The Zimm Drive, or Z-Drive, was originally intended to simply move vessels quickly between the German colonies in the asteroid belt and Earth almost instantly. As further Zimm Points were discovered, it was determined that vessels finding the correct points could travel as far as the edge of the solar system. Experimental trials continued in 2179 and it was discovered that the Z-Drive could, once one found the correct Zimm Point, move a ship from Earth to Sedna in a matter of minutes.

Trials continued and the Z-Drive test ships were able to locate Zimm Points that would allow a ship to transit from one point to another over a light-year away in just over 26 hours. The Z-Ship (as it came to be called) then located a point which allowed it to transit a parsec away in 84 hours (3.5 days). After a year of searching, a Zimm Point was located that was believed to lead to Proxima Centauri. In 2180, the experimental drone vessel transited to Proxima Centauri and then spent almost a year trying to locate a Zimm Point to lead back to Earth. The Z-Ship made it to Proxima Centauri in just over 110 hours (4.5 days) and, once it found the return point, made it back to Earth's system in the same amount of time.

As tests continued, it was discovered that the Z-Drive in concert with Zimm Points could cover a distance of approximately 2 parsecs in approximately 7 days. While insystem Zimm Points were discovered to be numerous, Zimm Points which led to other star systems were very rare indeed. Over time, it would be established that there was only one point leading from Earth to the Alpha Centauri A system and only one point leading back to Earth. Alpha Centauri A's system was then found to have several Zimm Points leading to other stars while Alpha Centauri B's system had only a Zimm Point leading to the Alpha

Centauri A system and none elsewhere. Proxima Centauri had a Zimm Point leading to Earth and none for other star systems.

The German government immediately made plans to colonize the Alpha Centauri system. Within months of the successful Z-ship visits to the system, Germany had developed a ship, *Alexander von Humboldt*, large enough to carry a small colony of 25 people and supplies. This colony, Lehmanns Gürtel, was founded in the early weeks of 2181 and was the first interstellar colony.

Those expecting to find an "Earth analog" were quickly disappointed by the worlds orbiting the three Centauri stars. Orbiting Proxima Centauri was only a single planet tidally locked to the star. Around Alpha Centauri B was only one rocky planet with no atmosphere. Orbiting Alpha Centauri A were two planets, none of which were Earthlike, and the asteroid belt, Lehmanns Gürtel. The world orbiting within A's habitable zone was a large hot world with a dangerous phosphorous atmosphere. The German explorers were so disappointed that they named this world "Debakel". These two colonies became the first interstellar colonies. Within a few years, Debakel became the more populous of the two colonies but ships which were just visiting usually went to Lehmanns Gürtel as the refueling station there was more efficient.

„Stellen Sie sich unsere Frustration vor, als wir die Daten der planetologischen Erfassung besprachen – Milliarden von Forschungsgeldern verbraten für diesen leblosen Klumpen Gesteins. Professor Hermann bezeichnete die Mission als Niederlage, ja als Debakel – und der Name bleib halt hängen. Schon witzig, dass daraus doch noch so was wie ein Erfolg wurde." - aus einem Interview mit Andreas Schneider , ehemals XO des Forschungsschiffes xyz anlässlich des 50. Jahrestages der Entdeckung von Debakel

"Imagine our frustration when we first reviewed the results of the planetological survey – billions of research funds burned for this lifeless hunk of rock! Professor Hermann dubbed the mission a defeat, a debacle even – and the name got stuck. Funny it would turn out to be some sort of success after all." – Taken from an interview with Andreas Schneider, former XO of the survey ship xyz, commemorating the 50th anniversary of the discovery of Debakel

In 2183, China became the second nation to place colonies outside the solar system. Their first colony, to the chagrin of the Germans, was placed on one of two worlds in orbit around Alpha Centauri B which they called 破冰 (Pòbīng). The Chinese named this world小雪 (Xiǎoxuě).

German colonists turned rimward toward Ross 128 (Earth 0805) in 2183, Wolf 359 (Earth 0707) in 2185 and Sirius (Earth 0708) in 2186. In each of these systems, the explorers had found asteroid belts. These belts were outstanding for mining operations and refueling but the desire to find a location for colonization was strong. At last, the explorers reached Epsilon Eridani (Earth 0608) and found the Earth analog for which they had been searching. A colony, Neu Berlin, was established in 2188.

The Epsilon Eridani system had three gas giants and an extensive halo of icy asteroids in the outer system. In the inner system orbited not only a habitable world but also an asteroid belt loaded with potential materials.

While the Germans were expanding rimward, the Chinese had begun to colonize elsewhere. Initial exploration into the Alpha Centauri system was followed by the establishment of a station at the brown dwarf binary of Luhman 16 (Earth 0704) in 2185 and among the asteroid belts of Epsilon Indi (Earth 0602) in 2187.

India began to establish colonies at the frozen worlds of Hansatā Rŏka in orbit around Ross 154 (Earth 0403) in 2186 and Ā'isa Durghaṭanā in orbit around Barnard's Star (Earth 0304) in 2188. India's largest interstellar colony during this period was founded on the three inhabitable worlds of the 61 Cygni

system (Earth 0105). India established a colony on Aishana Ko Arama in orbit around 61 Cygni A in 2189 and the asteroid belts orbiting 61 Cygni B in 2190.

Japan settled colonies on Reitō Rokku. the sole world in the Struve 2398 system (Earth 0106) in 2190 and on the small rocky world of Tōku in orbit around Ross 248 (Earth 0107) in 2191.

In 2189, The Pan-Islamic Caliphate colonized the world Zahreddine in the Kapteyn's Star system (Earth 0807).

In 2190, the United States settled Golddust, a frozen world in the GJ 1061 system (Earth 0509). Shortly thereafter in the same year, the Australians settled in the asteroid belt of the GJ 1061 system.

Brazil's first interstellar colony was established in 2192 on Afastado in the Lalande 21185 system (Earth 0408).

Russia's first interstellar colony was established in 2191 on Menshikov in the Tau Ceti system (Earth 0409). Menshikov, like Neu Berlin, was one of the few Earth-like worlds settled in Earth Subsector. In 2193, Russia expanded their colonial holdings to include the asteroid belts of YZ Ceti (Earth 0309).

In early 2197, there was an incident between the US Space Navy and the Chinese Space Navy in what would soon come to be called Artemis Subsector. A dispute over the colonization of the EXH-208 system led to weapons fire between the two vessels. The US *Trent*-class destroyer defeated the Chinese *Liaoning*-class destroyer using advanced particle beam technology which outmatched the Chinese heavy missile arms. China and the United States avoided war over the issue due to a flurry of diplomatic activity once word returned to Earth.

"Good Lord, Janice, what have we done?"

"What we had to do skipper. This is our colony not theirs."

– Reported conversation between Captain Ricardo DeSantos and Commander Janice Meriwether USS Shannon, EXH-208, 2197

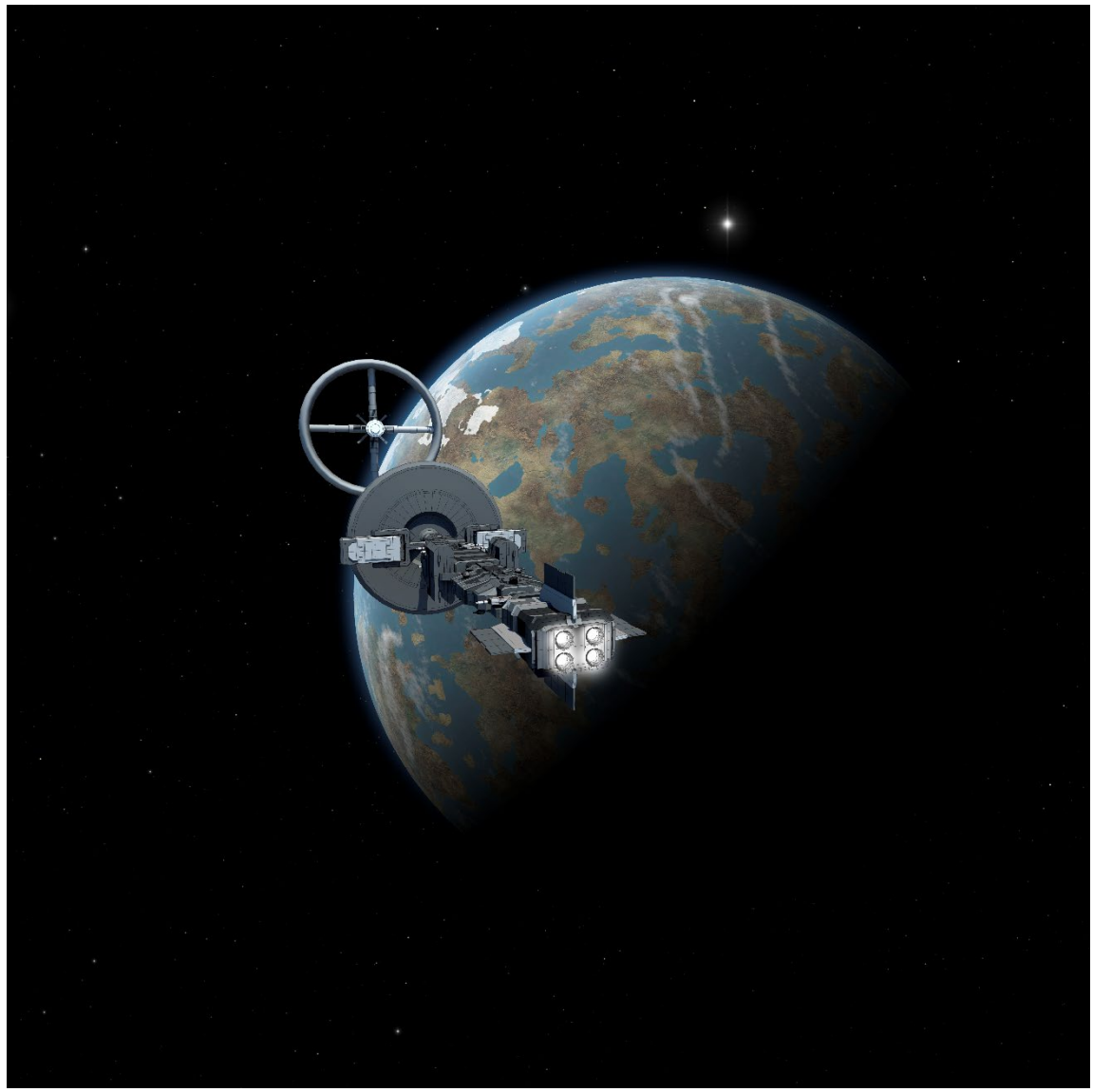
#	Nations in Order of Economic Power (as measured by GDP) Dec 31, 2199
1	Germany
2	Brazil
3	Pan-Islamic Caliphate
4	India
5	Nigeria
6	China
7	Japan
8	Russia
9	United States
10	Southern Alliance
11	Republic of Texas
12	Australia
13	Mexico
14	United Kingdom
15	Union of Scandinavia
16	Canada
17	Argentina
18	Indonesia
19	Poland
20	Iran
21	France
22	Switzerland
23	South Africa
24	Spain
25	Korea

However, a similar incident between India and China led to the first war which involved forces on Earth and in other systems. India and China had both intended to take ownership of the Lacaille 9352 system (Earth 0401). Colony ships from both nations arrived within weeks of one another and were escorted by armed vessels. Threats began to be issued and on October 3, 2197, those threats turned into weapons fire. Both sides claimed the other shot first and it remains unclear who fired the first shot. What is known is that the Indian military vessels were still largely intact after the battle and all but one of the Chinese military ships were lost.

This sparked a major conflict between the two nations that saw combat erupt in several systems in the subsector as well as on Earth, Luna, Mars, and in orbit around Jupiter and Saturn. In the end, both nations suffered major damage financially and a large loss of life. The war was also the first conflict to include altrants and uplifts on both sides. The United Nations, which most nations now saw as an impediment to progress which wielded little power, was able to finally work out a peace agreement between the two nations on November 19, 2199.

Meanwhile, Germany was able to continue its economic growth and become the largest economy in Earth Subsector. The expansion of the Germans into the rimward-trailing region of the Earth Subsector allowed for riches to continue pouring into the nation's economy. Neu Berlin had proven to be the most Earthlike world in the subsector and, by 2200, the most populated world outside of the Earth system.

However, no one was prepared for what would soon happen in the Neu Berlin system. That unexpected discovery would change everything.



The Second Colonization Period (2200-2331)

"To paraphrase Davy Crockett: You people may go to Hell. I will go to Clement Sector." – Southern Alliance Senator Charles Elmore, taken from his final speech upon the occasion of his retirement, August 29, 2221 (standard)

The Second Colonization Period is generally defined by historians to last from the discovery of the wormhole in the Neu Berlin system on January 3, 2200, until the collapse of that wormhole on April 15, 2331. This period is often referred to as the Clement Sector Age or the Silver Age of Colonization.

Scientists from the Neu Berlin Institute were attempting to discover additional Zimm Points in the system when they discovered something entirely different. Closer examination showed the existence of a naturally occurring wormhole less than a light year away from the system's star, Epsilon Eridani. Moreover, it was discovered that there was a Zimm Point leading to a point near the wormhole within the Neu Berlin system as well as one near the wormhole which led back to the Neu Berlin system.

The two scientists, Waldemar Zielicke and Tekla Szymczak, enlisted a British friend Dr. Dustin Thorne and the trio went to work to study the wormhole. Zielicke and Szymczak headed the project to develop a possible probe into the wormhole while Thorne headed the project to expand the wormhole. After eight years, Thorne devised a way to expand the wormhole large enough to get the initial probe, which they called EB1, into the wormhole and hopefully to the other side.

On October 30, 2208, EB1 became the first ship to traverse the wormhole. The unmanned probe returned through the wormhole with a wealth of data. These data would develop into the first look at what would eventually be called Clement Sector. By 2210, the wormhole had been expanded enough for ships larger than the probe to begin traversing it. A pair of permanent devices, which were octagonal (and thus each was referred to as "The Octagon") were put into place to hold open the wormhole. Manned vessels soon followed.

The other side of the wormhole opened within one light year of an orange K7 V main sequence star located on the opposite side of the Milky Way in the Scutum-Centaurus Arm over 60,000 light years away from Earth. As with the Neu Berlin side, a Zimm Point was discovered that led to this nearby star system and that one existed in that system to provide a return trip to near the wormhole. This orange star had several planets, and one was in its habitable zone. This planet, called "Hub" by Thorne, was soon settled and became a German colony. Hub became the first world visited by most of those who traveled to this new sector of space.

"The view (of the planet Hub) was overwhelming. We already knew from probe telemetry that we'd hit the jackpot – but you can imagine that beholding this awesome sight with your own eyes is something else entirely "- Remis Jonckheere, Belgian biologist, crewmember of the German Explorer ship Alfred Wegener after the discovery of Hub, 2208

It was not all beauty and tranquility though. A popular and famous British scientist, Dr. Harold "Harry" Clement, who had been invited by the German government to join the crew of the *Alfred Wegener*, died in a shuttle crash during one of the first exploratory missions of the Hub surface. The other members of the science crew determined that they would name the sector for Dr. Clement, thus becoming Clement Sector. Dr. Clement's grandson, Joshua, would go on to become the second president of The Hub Federation.

After Zimm Drive equipped ships traversed the wormhole, they were soon able

to discover through connected Zimm Points in the Hub system that Clement Sector, unlike Earth Sector, was filled with "Earth Analog" worlds. Indeed, such worlds were abundant, and plans were made to establish colonies on these new worlds. By the mid-2230s, Germany had settled the Hub (Hub 0405), Reuschle (Hub 0305) and Sigewif (Hub 0505) systems, the UK had settled the Wellington system (Hub 0406), the US had settled the Sophronius system (Hub 0408) and Japan has settled the Totaro system (Hub 0104). At this point, the United Nations stepped in to try and rein in the expansion.

The Independent Worlds Treaty of 2235 was passed by the General Assembly of the United Nations on September 13, 2235. The IWT stated that any worlds outside the Hub subsector were to remain independent and outside national control.

In theory, this allowed the subsectors of Franklin, Cascadia, and Sequoyah to be settled only by independent colonies. Within time, it became obvious that the nations of Earth were skirting the law. Some worlds would be settled by "independent" colonists who would then, in turn, suddenly decide to work only with one nation and this one nation would be "coincidentally" the one from which these colonists originated. Other nations would simply ignore the IWT as there was little in the way of enforcement.

In the meantime, populations of people who had become angry or disenchanted with life on Earth or of an association with one of the nations of Earth now had an abundance of new homes to settle. Ethnic groups could escape persecution to found new homelands and thus, Native Americans from the United States founded the colony of Sequoyah (Sequoyah 0605), Ukrainians escaped Russian rule and founded Kyiv (Cascadia 0503), Catalans founded a new nation on Catalunya (Cascadia 0202), the Igbo of Nigeria founded Amadioha (Sequoyah 0402), and Basques colonized Etxarte (Franklin 0203).

Political dissidents and those who felt their religion was marginalized or oppressed left Earth to found governments more to their liking. Libertarians from North America established Bastiat (Franklin 0807), left-leaning Texans founded Bowemiwak (Sequoyah 0103), British pagans founded Dagda (Franklin 0602), and members of the Reformed Catholic Church founded Franklin (Franklin 0506). Once noble families on Earth founded new worlds such as Wilhelmveldt (Hub 0403) and Dukagjin (Sequoyah 0407).

"What a time for a man to be alive. I have studied the past, reveled in the present, and tried to divine the future. However, it is a blessing to me to have lived to see a time when so many worlds have the liberty of setting up such governments as best please themselves with so little interference from those who feel they know better. I'm so glad I lived long enough to see this with my own eyes." – Historian/futurist Andrea Sidney, from her book "The Independent Worlds of Clement Sector" published in 2289 shortly before her death.

So many began moving through the wormhole to establish new lives that the wormhole came to be called "The Conduit" as it seemed to many that people and materials were being "piped" through it on a regular basis. With humans now living far longer life spans, it sometimes seemed that an endless supply of colonists who were interested in this new frontier of easier to settle worlds began to pour through to the Clement Sector. In return, raw materials began to come back to Earth as well. Interest in expanding to other stars in Earth Sector slowed as nations, corporations, and other groups began to find opportunity in Clement Sector.

As these new colonies were established, trade routes began to form. Soon it was not only colony and scout ships moving across the region, but also shipping vessels. Both freight companies and single person owners began moving cargo across the Conduit, through Hub Subsector, and then onward throughout Clement Sector.

Over the period of the next 131 years, the four main subsectors (Hub, Cascadia, Franklin, and Sequoyah) were completely settled. The fringe subsectors of Clement Sector (Dade, Superior, and Winston) had colonies within them but most of the rest of the sector remained uninhabited. Later visitors would establish colonies in the Peel Subsector of Ariel Sector (located to coreward of Clement Sector) and the Dawn Subsector of Tranquility Sector (located to trailing of Clement Sector).

The largest obstacle to colonizing all Clement Sector is The Darkness. This large area devoid of stars cuts through the center of the sector and no Zimm Points lead to worlds across this distance from the worlds so far colonized. Routes around The Darkness exist from Dade Subsector and through Tranquility Sector but so far no one has dared to explore in this region. With so many easier to settle worlds placed near The Conduit, it almost seemed unneeded to explore further.

Indeed, some have felt that the existence of so many inhabitable worlds seemed almost unbelievable and far too convenient. This has led to several speculative theories as to what caused this but so far there has been no definitive proof. The most common of these postulations is that an alien force terraformed these worlds and left them for humanity to colonize. However, even the proponents of this theory cannot agree on what the purpose of such a plan might be.

While no living aliens have been encountered in Clement Sector, alien artifacts and remnants have been located. Tal'Kalares (Franklin 0105) is famed for the few pieces of equipment located in the world's central jungle. Indeed, the name "Tal'Kalares" comes from the name used in reference to the world within some of that equipment. Portions of non-human skeletons have been found in the Coran Rift Valley on Fairfax (Cascadia 0105). However, these bones and fragments seem to be over three million years old, and evidence seems to indicate that these aliens lived with technology analogous to Earth's stone age and died in a mass extinction event during that period.

The mystery of how these worlds could even exist did not slow the number of colonists from Earth and its colonies in Earth Sector. However, the events of April 15, 2331, would put a halt to colonization and leave Clement Sector and Earth Sector once again separated by over 60,000 light years. On that day, The Conduit suddenly collapsed. Those who witnessed the event say that the wormhole was there and then was suddenly gone.

"The Octagon came to life as it usually did with a flourish of spinning light making a whirlpool shape in the center but then it did something that made my skin crawl. The spinning lights reversed, and it seemed, for just a second, that they were coming out of the Octagon altogether. Then an ungodly motion like a wave rolled from side to side through the lights as if the universe itself had suddenly become an unmade bed and unseen hands were shaking out the sheet." – Testimony of eyewitness Jacob McMasters, April 15, 2331

Over the past eleven years, scientists have attempted to come to grips with what occurred. Examinations of the area show that the wormhole is simply no longer there, and no one so far has found a satisfactory explanation for the loss of The Conduit. Scientists continue to study methods of attempting to reopen The Conduit or locate another wormhole but, as of 2342, little progress has been made.

As of 2342, humans have colonized the majority of the coreward systems of Clement Sector and a handful of worlds within Ariel Sector to coreward and Tranquility Sector to trailing. The rimward portion of Clement Sector remains unexplored.

Characters

Character Creation Concepts

Clement Sector characters are rarely fresh-faced beginners. There is no reason not to play a young and inexperienced character if you like, but since a broad range of skills is important to success in the game most players will want their character to be a little more experienced.

All characters begin at the age of majority, typically 18. Having generated characteristic scores and background skills, the character should begin serving terms in his or her chosen career. Each 4-year term spent in a career gives the character more experience in the universe, generally in the form of skills. Generate the results of each term before proceeding to the next. At the end of a period of service, characters roll for benefits gained upon "mustering out" (i.e. leaving the service). They may then begin adventuring.

Characteristics

Characteristics measure a character's most basic abilities: how strong, dexterous, educated, or intelligent he/she is. Characteristic scores influence almost everything your character does. Stronger characters can lift greater weights, more dexterous characters have better balance, and so forth.

Characters have six abilities: Strength (STR), Dexterity (DEX), Endurance (END), Intelligence (INT), Education (EDU), and Charisma (CHA). Strength, Dexterity, and Endurance are called physical characteristics, whereas Intelligence and Education are mental characteristics. Each above-average ability score provides a bonus on certain die rolls, while below average abilities apply a penalty to some die rolls.

The six characteristics for your character are briefly described as follows:

- **Strength** (STR): A character's physical strength, fitness, and forcefulness.
- **Dexterity** (DEX): Physical coordination and agility, reflexes.
- **Endurance** (END): A character's ability to sustain damage, stamina, and determination.
- **Intelligence** (INT): A character's intellect and quickness of mind.
- **Education** (EDU): A measure of a character's learning and experience.
- **Charisma** (CHA): A character's ability to socialize with other people.

Generating Characteristic Scores

Generating characteristic scores is straightforward. Roll 3d6. Drop the score on the lowest of the three dice and add the remaining two scores to determine the character's six characteristics. Record these results in the standard order: Strength (STR), Dexterity (DEX), Endurance (END), Intelligence (INT), Education (EDU), and Charisma (CHA). These characteristics may rise and fall through the course of character generation. They may never rise higher than 15 in an unaltered human. Some uplifts and altrants will have different methods of determining their characteristics. See p.147 for uplifts and p.141 for altrants.

If a characteristic below 1, then there may be problems for the character. Dropping to zero on all of the physical characteristics indicates that the character has died before being able to enter the game. Obviously, these are results that most players do not want and are situations to be avoided. It is recommended that Referees not allow character generation to get to this point, but the final decision rests with the Referee and the Players.

Optional Rule: With the Referee's approval, the player can assign the results to the six different characteristic scores based on a character concept. For example, if you picture your character as a highly educated person, then you might assign your highest result to Education, and assign your second highest to Intelligence.

Characteristic Modifiers

Once you have assigned your characteristic scores, you can determine your characteristic modifiers by using this table. These modifiers are applied to any check when the character does something related to that characteristic. Modifiers cover a range of three characteristic points such as 0-2 or 6-8. If a characteristic is decreased by combat, disease, etc. then the modifier will also decrease to the value currently held by the character. Also, if a character increases their characteristic value (see p.296) to a point where the modifier will increase, then the modifier should increase.

Characteristic Value	Modifier
0-2	-2
3-5	-1
6-8	+0
9-11	+1
12-14	+2
15	+3

Altering Characteristic Scores

Over the course of play, your character's characteristic scores may change for the following reasons:

- Aging can permanently lower physical characteristic scores. (see p.134)
- Physical damage, such as from combat, falling, disease or poison, temporarily lowers physical characteristic scores.
- Mental trauma, such as head injuries, can temporarily lower mental characteristic scores.
- Certain medications, enhancements, and other scenarios can temporarily or permanently enhance specific characteristic scores.
- Character advancement (see p.296).

Whenever a characteristic score changes, you will need to determine the new characteristic modifier.

Background Skills

Characters will receive certain skills and characteristic bonuses according to the planet of their childhood. The character's homeworld can be determined by one of two methods. The player or Referee can simply choose the homeworld of the character or it can be determined randomly by rolling on the charts on p.167-172.

Once the homeworld of the character is determined, the charts on p.172-176 will tell you which skills the character will have at the beginning of character generation. This will also determine the Primary Language of the character (see below) and can have additional effects throughout character generation.

In addition, all characters born on a world of Tech Level 9 or higher will gain Electronics at level 0. In practical terms, this means that any character born in Clement Sector or on the human worlds of Earth Sector, will begin character generation with Electronics 0.

Primary Language

The Primary Language of the character will be determined by the character's homeworld. This is the language which the character is assumed to speak fluently through the course of their early life. While the Primary Language will be noted on the character sheet, it is not listed as a skill. If a Skill Check is required using a character's Primary Language, then it should be treated as if the character has a level 5 skill in that language.

If there is more than one language listed, characters may choose which is their Primary Language. Languages are listed on the chart in order of their frequency on the planet with the first listed language being the most commonly spoken on the world and the last listed language being the least common.

For Primary Languages, see p.177.

Youth Events

The activities of youth often shape the people we become, and this is true of Clement Sector characters just as it is true of real life. As with homeworlds, players are free to choose events for their characters on the charts or to determine these randomly. Referees may choose to force all players to roll on this chart, they may choose to make all players choose from the chart, or they may use a mixture of approaches.

These charts should be used twice. The first instance to determine what happened to the character between the ages of 4 and 8. The second consultation of the chart will be to determine what happened to the character between the ages of 9 and 12.

The Youth Events charts are on p.186-189.

Teenage Events

Like the Youth Events tables, the Teenage Events tables determine what happened to the character between the ages of 13 and 15 with a second consultation of the chart determining what happened to the character between the ages of 16 and 18. As with the Youth Events tables, the Referee should determine if the players will choose from the chart or roll on the chart.

The Teenage Events charts can be found on p.189-192.

College Events

Some characters will seek higher education and attend a college or university. If a player decides to have their character enter a college or university, then there are several possible outcomes. Players will be asked to determine what sort of education they are seeking and then roll for the success of this endeavor. The success or failure of their time in higher learning will determine several other factors including if the character needs to roll on the College Events chart.

The College Events chart works just like the Youth Events Chart and the Teenage Events Chart. Players may roll to determine events randomly or, if the Referee allows or prefers, the player may choose their event.

The College Events chart can be found on p.196 and more information on how higher learning works for characters can be found on p.193-196.

Careers

Careers are the centerpiece of the character generation process. These reflect the time spent by the character from the age of 18 (or possibly later if the character attended college) until the point where the character joins the game. Characters can continue in one career for the entire period of character generation or may go from career to career.

Characters will go through Events which shape their experience and Mishaps which may derail the character generation process. After ending their time using the careers, they will Muster Out which will allow the player to roll for the possible Benefits of choosing the career.

Career descriptions can be found on p.200 and the instructions on how to use those careers to create your character are on p.156-163.

Aging

While modern medicine in the time of *Clement Sector* has slowed the effects of the aging process considerably, characters continue to age. Aging, if it catches up to the character, will usually have the effect of weakening the character, making them slower, and lowering their endurance. If a character ages far enough, it will even begin to affect their mental characteristics.

Human characters begin character generation at the age of 18 and age four years for every term spent in a career. Based on the tech level of the character's homeworld (see p.56-105 for charts showing each world), the character will need to make an aging roll at certain intervals during character generation. If your campaign lasts long enough, you may even need to roll for aging during the course of the campaign.

First, consult the TL-Aging chart to see when you will need to roll for your character. If your character was born on a world with a tech level of 9 or less (which is highly unlikely in this setting), you will need to make an aging roll on the aging table for your character at the end of the character's fourth term at -4 to your roll. At the end of the fifth term, you will need to make an aging roll on the aging table at -5 to your roll. This increases at the end of every term with a -6 for the end of the sixth term, -7 for the end of the seventh term, and so forth.

At Tech Level 10, almost all characters will have had the Seidel Aging Treatment (see p.115). At TL 10, you will not need to roll on the Aging Table until the 14th term and then it is only a -4 to your roll. You will not need to roll again until your 20th term and then it is at a -5. The next roll will come at the end of your 26th term at a -6. This progression continues with rolls required after every sixth term at an increased modifier of -1 per sixth term.

At Tech Level 11 and higher tech levels, there will be no one who hasn't been treated with the Seidel Aging Treatment. At TL11, you will not need to roll on the Aging Table until the end of the character's 20th term and this roll is made at a -4. At the end of the 30th term, you will need to roll on the Aging Table at a -5 modifier. This progression continues with rolls required after every tenth term at an increased modifier of -1 per tenth term.

At Tech Level 12, you will not need to roll on the Aging Table until the end of the character's 30th term and then only at a -4 modifier.

In practice, this means that characters using the *Clement Sector* setting will almost never use the aging chart and, when they do it, will likely have little effect on them. Most characters when being created will not go more than 10-12 terms.

Homeworld Tech Level	Terms (Modifier)
9 or lower	4 (-4); 5 (-5); 6 (-6); 7 (-7); 8 (-8); 9 (-9); etc.
10	14 (-4); 20 (-5); 26 (-6); 32 (-7); etc.
11	20 (-4); 30 (-5); etc.
12	30 (-4)

Apparent Age

Apparent age is a game term used to indicate to the players how old a character might appear to be to the early 21st century onlooker. While this is helpful to the players as a reference as to how old their characters might appear, the persons living within the *Clement Sector* setting would not view age in this manner at all. To the people living in 2345, it is perfectly normal for an average 75-year-old to appear to be and the have the general health of an early 21st century person in their 30s. So,

while in game terms we talk about "apparent age" and "actual age", the characters themselves would never think of it in that way. They simply feel its normal for a 70-year-old to look as young and be as vital as someone we would think was in their 20s.

You can determine the apparent age of your character by using the Apparent Age chart. Simply find your character's real age on the left of the chart and consult by tech levels. If, by chance, your character happens to be from a world of Tech Level 9 and lower, your apparent age and your real age are the same. If you are from a world of Tech Level 10 and higher, then consult the chart.

Actual Age	Apparent Age (TL 10)	Apparent Age (TL 11)	Apparent Age (TL 12)
30-40	20-25	20-25	20-25
41-50	20-25	20-25	20-25
51-60	30-35	20-25	20-25
61-70	30-35	25-30	20-25
71-80	35-40	25-30	25-30
81-90	35-40	25-30	25-30
91-100	40-45	30-35	25-30
101-110	40-45	30-35	25-30
111-120	45-50	30-35	30-35
121-130	45-50	35-40	30-35
131-140	50-55	35-40	30-35
141-150	50-55	35-40	30-35
151-160	55-60	40-45	35-40
161-170	55-60	40-45	35-40
171-180	60-65	40-45	35-40
181-190	60-65	45-50	35-40
191-200	65-70	45-50	40-45
201-210	65-70	45-50	40-45
211-220	70-75	50-55	40-45
221-230	70-75	50-55	40-45
231-240	75-80	50-55	45-50
241-250	75-80	55-60	45-50
251-260	80-85	55-60	45-50
261-270	80-85	55-60	45-50
271-280	85-90	60-65	50-55
281-290	85-90	60-65	50-55

Aging Crisis

In the unlikely event that a characteristic is reduced to 0 by aging, then the character suffers an aging crisis. The character dies unless they can pay 1D6x1000 credits for medical care, which will bring any characteristic back up to 1. The character automatically fails any Enlistment checks from that point forward and must either continue in the career they are in, exit character generation into the game, or become a Vagabond if they wish to change careers.

If the character is unable to afford such medical care, their characteristic remains at 0. If two of the physical characteristics reach 0, the character is incapable of moving without assistance. If, at any point, all the physical characteristics (STR, DEX, and END) are 0, the character has died.

If, at any point, one of the character's mental characteristics (INT or EDU) has dropped to 0 then the character has become unable to think clearly and can be considered to have become senile. If both mental characteristics (INT and EDU) drop to 0, the character has died.

Injury Table

Some mishaps and event rolls force the character to make a roll on the Injury table. This can result in a life changing injury. If directed here, roll on the following table.

1d6	Injury
1	Nearly killed. Reduce one physical characteristic by 1d6. Reduce other physical characteristics by 2 (or one of them by 4).
2	Severely injured. Reduce one physical characteristic by 1d6.
3	Missing eye or limb. Reduce STR or DEX by 2.
4	Scarred. You are scarred and injured. Reduce any one physical characteristic by 2.
5	Injured. Reduce any physical characteristic by 1.
6	Lightly injured. No permanent effect.

If any characteristic is reduced by an injury, then the character may attempt to recover their score through medical care. The charge for this recovery will be 1d6x1000 dollars. If the character can afford this cost, then the character recovers the lost amount in full.

If the character cannot afford this care at the time of the injury, the injury becomes permanent and cannot be recovered. If the injury is received during an event and it is noted in the event as being a permanent loss, then it cannot be recovered through medical care.

If any of the character's physical or mental characteristics reach 1, the character must either remain within the career they are in, leave character generation and join the game, or enter the Vagabond career (p.290). If they are forced at this point to leave the career through a Mishap, they can either exit character generation or continue in the Vagabond career.

If two of the physical characteristics reach 0, the character is incapable of moving without assistance. If, at any point, all the physical characteristics (STR, DEX, and END) are 0, the character has died.

If, at any point, one of the character's mental characteristics (INT or EDU) has dropped to 0 then the character has become unable to think clearly and can be considered to have become senile. If both mental characteristics (INT and EDU) drop to 0, the character has died.

Life Events Table

Some events will ask you to roll on the Life Events Table. Roll 2d6 and consult the table below. The result will be something that has happened to your character which will change their life. The result may be positive, or it may be negative. The player is encouraged to roleplay the results of these changes and not just treat this as a new set of pluses or minuses to their character.

2d6	Results
2	Severe sickness or injury. Roll once on the Injury table on p.42
3	You have been involved in or accuse of some sort of crime. You must lose two of your benefit rolls or spend a term in prison. If you go to prison, spend one term in the Prisoner career (p.260).
4	Death in your peer group. One of your family, friends, enemies, or acquaintances dies. Roll 1d6. On a roll of 1-3, lose an Ally, Contact, Rival or Enemy in that order. (If you do not have an Ally, lose a Contact, if no Contact, then lose a Rival, etc.). On a roll of 4-6, lose an Enemy, Rival, Contact or Ally (in that order).
5	You have been betrayed. Choose any existing Ally or Contact to become a Rival or Enemy. If you have no Allies or Contacts, gain an Enemy.
6	Relationship Change. Roll 1d6. On a roll of 1-3, choose one Ally to become a Contact, a Contact to become a Rival or a Rival to become an Enemy. On a roll of 4-6, choose any Enemy to become a Rival, any Rival to become a Contact or any Contact to become an Ally.
7	You have gained a new Contact.
8	Dissatisfaction with your Career. Something has happened to make you dissatisfied with your current career. Take a -2 to Advancement rolls and a +2 to Enlist in another career.
9	You have had a religious conversion. Choose an existing real-world religion or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1. If you are already involved in a religion by getting this result previously, this reflects a change in your religion.
10	Something good has happened to you. You have achieved a minor life goal. Gain a +2 to one of your Benefit rolls.
11	New relationship. You have become romantically involved with your Allies or Contacts. You may choose an Ally or elevate a Contact to become an Ally. If you currently have neither, you gain an Ally as your romantic interest.
12	Something wonderful has occurred. You have come into some extra money, you have completed a major life goal, or a wonderful new person has entered your life. Gain your choice of a new Ally, an inheritance or prize of 5000 credits, or upgrade a relationship as in Option 6.

ZAZY

Characteristics

Rolling characteristics is the first step in creating a character. Characteristics range from 0 to 15 with 0-1 representing a serious problem and 15 representing the absolute human maximum. A character with an average characteristic will have a score of 7. Altrants and uplifts will have different averages and maximums. For more on them, see p.141-155.

Generating characteristic scores requires six die rolls. For human characters, roll the character's six characteristics using 3d6 and dropping the lowest of the results. For instance, if you roll a 6, a 4, and a 2, you will ignore the 2 and have a result of 10. Record these results in the standard order: Strength (STR), Dexterity (DEX), Endurance (END), Intelligence (INT), Education (EDU), and Charisma (CHA). These characteristics may rise and fall through the course of character generation. For humans, they may never rise higher than 15.

Modifiers for use in characteristic checks and skill checks can be determined using the chart on p.131.

Strength (STR)

Strength is a measure of how physically strong the character is. Strength reflects the amount of physical power that the character can bring to bear whether it involves the power of a punch or the need to lift a large object.

Dexterity (DEX)

Dexterity shows the character's physical agility, grace, nimbleness, and the ability to perform tasks which require coordination.

Endurance (END)

Endurance shows the character's ability to stick with a physical task or test and continue to last despite fatigue and stress.

Intelligence (INT)

Intelligence reflects the character's raw mental ability and capability of deduction.

Education (EDU)

Education denotes how educated the character has become over his/her life and the collected knowledge that they have stored in their brain. An EDU of 5 or higher implies that the character has had a basic education as well as the ability to read and write. Lower EDU scores imply that the

character has had less of an education and may have difficulties with reading or writing. Characters with a score of 3 or less in Education are illiterate.

Charisma (CHA)

Charisma shows how well the character can influence, charm, or inspire other people.

Altrants

"They are nothing more than biological machines. They are born in a lab with only science to birth them without the love of a mother. Anything born without a mother is incapable of feeling love, giving love, or being human. They have no soul." – Bishop Joseph Thomas, during an interview with Chicago This Morning, Chicago, Illinois, United States, August 6, 2201 (standard)

Altrants are humans which, thanks to advanced genetic manipulation, have been altered to be different than average people (often referred to as "baseline humans"). These changes were most often made to allow humans to be able to perform tasks or live in environments which would be difficult of impossible for baseline humans.

Altrants were first created on Earth in the late 2100s. Chinese scientists began to manipulate the genetics of unborn children to create people who were better suited to the low gravity conditions of their colonies on Luna and elsewhere in the solar system. These people were referred to as "Improved Persons" or Gǎishàn rén (改善人). Following the success of these colonists, other nations and corporations began to create altrants of their own. Though many nations protested loudly to what they saw as a violation of medical ethics, these arguments were often undermined by the revelations of similar programs within those nations. Within time, altrants were common throughout Earth Sector and would become common in Clement Sector as well.

In some nations and settlements, altrants were often treated as "less than human" while in other locations altrants were treated as slaves. In even the best of conditions, many altrants would find themselves treated as second-class citizens and without many of the legal protections which baseline humans were afforded. Other nations and worlds treat altrants as equals and many on those worlds will cite the fact that almost no one is actually a "baseline human" due to the many improvements of the genetic make-up of humans, particularly the Seidel anti-aging genetic change that almost all humans alive in Clement Sector enjoy.

"The truth of the matter is that every human born since Juliana Seidel made her contribution to humanity is an altrant. That means every human in Clement Sector and back home would be considered an altrant by any human who lived before Seidel. We are faster, stronger, better, and yes, even more attractive than they ever were. We live far longer. We can change our bodies to match the view we have of our inner selves, we can repair our bodies when they go wrong, and we can alter our bodies to make possible our wildest dreams. Therefore, the widespread prejudice we see against those that most humans, even altered humans, refer to as "altrants" is misplaced at best and reprehensible at worst." – Doctor Carleen Adams, at a speech to the biomedical school of the University of Boone, January 7, 2337 (standard)

Some of the most common altrants found in Clement Sector are presented here. For more information concerning altrants, see *Tree of Life: Altrants in Clement Sector.*

Gaishan

Short for Gǎishàn rén, Gaishan are altrants which were genetically engineered for low gravity environments such as Earth's moon, Luna. They are usually quite tall (7.5 - 10 feet (2.3-3 meters) and slender in build. While the Gaishan were originally created by the Chinese, other nations quickly followed with their own versions. As with many altrant types, the original name has since been applied to all subsequent versions by other nations.

Unlike many other altrants, the Gaishan are often engineered to be able to reproduce and retain their traits. This was done to continue to build up populations on worlds where baseline humans would have trouble adapting to the lesser gravity. The advent of gravitic technology has somewhat dispensed with the need for the Gaishan but there are still many of them in both Earth and Clement Sectors.

All generations of Gaishan characters should roll 2d6-2 for STR and END. DEX should be rolled as 2d6+2. CHA should be rolled as 1d6+3. INT and EDU should be rolled normally. All Gaishan should be given Survival (Freefall) and Survival (Low Gravity) at level 1.

Gaishan can usually be found on a variety of worlds in Clement Sector. While Gaishan generally prefer worlds with low gravity, it is not uncommon for a Gaishan community to exist on worlds with a surface gravity of 1.0 or higher. These Gaishan will often use devices to assist them in being able to walk in such environments.

Gaishan receive a +2 DM to any physical task performed in gravity of less than 0.50 standard and suffer a -2 DM to any physical task attempted in gravity of more than 1.25 standard.

Gaishan can use most human equipment without modification. However, clothing, armor and vacc suits will need to be specially made for a Gaishan and will carry a 125% increase in cost over a human suit.

Oskars

Oskars are altrants which were created for high gravity environments. They were named for the United States' altrant program which was branded the Altered Human Operations Program (AHOP) or Alpha Hotel Oscar Papa, further shortened to just "Oscar" and later to "Oskar". The US program was part of an effort to colonize Roosevelt in the Adams system (Ixchel 0701).

Oskars are generally shorter than a baseline human (4 - 5.5 feet (1.2 – 1.7 meters). They are usually quite strong and were designed with stronger musculature than baseline humans. Oskars were engineered to be able to reproduce with Oskars, baseline humans, and other altrants. The original AHOP program intended for Oskars to be able to be the vanguard of a high gravity colony and then be able to reproduce to grow the colony.

Oskar characters should be rolled with 2d6+2 for STR and END. DEX should be rolled as 2d6-2. INT and EDU should be rolled normally but CHA is rolled as 1d6+3. All Oskar characters should begin with Survival (High Gravity) at level 1.

Oskars receive a +2 DM to any physical task performed in gravity of more than 1.25 standard and suffer a -2 DM to any physical task attempted in gravity of less than 0.50 standard. Oskars can use most human equipment without modification. However, clothing, armor and vacc suits will need to be specially made for an Oskar and will carry a 125% increase in cost over a human suit.

Aquans

Aquans are altrants who were designed to be amphibious to better colonize water worlds. These were first designed by a French science team working on the colonization of Océania (Mazu 0802) in Earth Sector as part of France's first colonization efforts.

Aquans have gills which allow them to breathe underwater as well as webbed hands and feet which increase their swimming abilities. In addition, unlike other humans, Aquans have no body hair. Aquans have often been used in concert with uplifted dolphins (see p.151) and the two groups continue to have a close working relationship on some worlds.

Aquans were created with the ability to reproduce not only among themselves but also with other altrants and humans. This has led to a large population of Aquans on several worlds and an increasingly large hybrid and compound Aquan population.

"Aquans are beautiful creatures. So graceful. Each one that I have met has been full of warmth, love, and the enthusiasm to share their love. They are truly magnificent." – Alyson Morgan, journalist for Among the Stars, on living with an Aquan population for six standard months on Océania, August 30, 2278 (standard).

Aquans will most often live on temperate worlds with hydrographics codes of 5 or higher. They will usually attempt to avoid worlds with little to no water or situations where water is going to be in limited supply. Aquans living on a starship will require a small body of water such as a tub or

pool in which they can submerge their body. While Aquans are engineered to survive without water, it is often necessary for an Aquan's mental health to be able to submerge on a regular basis.

Aquans are often stereotyped by other altrants, humans, and uplifts as being sexually promiscuous. On worlds where this sort of behavior is taboo, this can result in additional prejudice against Aquans.

Aquan characters should be rolled with 2d6 for STR, DEX, INT and EDU. END and CHA should be rolled as 2d6+2. First generation Aquan characters should start with Survival (Ocean) at level 1. Aquans should receive a +2 DM to any physical activity performed underwater.

Aquans' webbed hands often cause problems with certain tools and equipment. Assume any equipment which requires the use of only one or two fingers (such as the trigger on a hand weapon) or that has gloves (such as a vacc suit) will need to be specially made or altered. Such changes will see the cost of the item raised by 125%.

Sniffers

Sniffers are altrants who have had their breathing, including their noses and lungs, changed in order to breathe atmospheres which would otherwise require a filter mask. The Sniffers were a creation of a British bioengineering team and were first used in the colonization of Agamemnon (Gansu 0804) in Earth Sector.

Sniffer characters do not appear to the naked eye to be altered and can pass for baseline humans if they so desire. While this deception will not fool a scanner or medical professional, it is often possible to deceive the average person.

Sniffers are created with additional nasal filters and can continue to function in tainted atmospheres. Sniffers will not take damage as listed on p.475 under tainted atmospheres. Sniffers will take damage as per baseline humans in atmospheres listed as Exotic, Corrosive, or Insidious. Sniffers can reproduce with baseline humans and with other altrants.

Sniffer characters should be rolled with 2d6 for STR, DEX, INT, EDU and CHA. END should be rolled as 2d6+2. Sniffer characters will be able to breathe normally on any world with an atmosphere code of 5-9.

Achilles

Created for ground combat by India and China during their war in the late 2190s, "Achilles" altrants are humans who have been altered at birth to be more effective and efficient soldiers. While India and China were the first to use such soldiers, the United States made more extensive use of a similar program in the early 2200s. The name of the US program was "Achilles" and this name has since been applied to any altrant created for use in ground combat. Some will even use this name for those altrants created for any form of combat though this is not the usual nomenclature. Achilles is used as both the singular and the plural.

Achilles are often feared by baseline humans and, among all the altrants, are often the most maltreated. Even on worlds where attitudes toward altrants are more accepting, Achilles are often seen as a danger and a threat.

"Ok, sure, I don't mind some of these other altrants running around. Most of them are alright. But an Achilles? They are raised to be killers! They don't think or feel like normal people or even other altrants! I don't want one of those things near my kids." – Wilma Banks, City Manager of Baker, Cascadia, November 12, 2299 (standard)

There have been no known instances of Achilles being engineered to be capable of reproducing with other altrant species or with humans. While nations like the Southern Alliance and Japan do allow for Achilles to reproduce among themselves, those nations do not create Achilles with the ability to reproduce to create hybrids or compounds.

In all known cases of Achilles creation, age is limited for them. Most are engineered to die near the age of 50. In game terms, this means that the Achilles will likely die near their eighth term. Character creation should be planned accordingly.

Achilles average a height of 6'5" with rare specimens being taller or shorter than that. Most average at a weight of 243 pounds.

Achilles characters should be rolled as 2d6+4 for STR, DEX, and END. INT, EDU, and CHA should be rolled as 1d6+2. Achilles will start with Draw, Gun Combat (Any), Melee (Unarmed Combat), and Tactics (Military) at level 1.

Achilles will retain the thicker skin engineered by their creators. This gives an Achilles 2 points of Natural Armor.

UPLIFTS

"All these years, humans have been the top of the food chain. Now I'm just supposed to act like some Ape can come in here, live in the apartment next to me, and I'm supposed to treat it like it's a man? <Expletive deleted> I don't think so. Sure, it might be a useful tool. It might be the smartest damned monkey that ever lived. But it ain't human. It ain't us. I'll be damned if I'm going to treat it like it is." – Drew Warren, member of the Cascadian Transportation Union, during a protest being held in the city of Baker on Cascadia, March 17, 2321 (standard)

The first transgenic mouse was created by a scientist in 1974 (standard). Although the mouse did not pass this genetic material onto its offspring, this was the first step into a much larger world. Genetically modified mice became a staple of scientific experimentation throughout the past three hundred years continuing in many forms until the present day. These experiments have led to the changes which created a variety of uplifts and altrants as well as the humans one meets in Clement Sector each and every day.

Other animals began to be genetically altered as well. Frogs, mosquitoes, moths, rabbits, sheep, and pigs were all being altered for scientific study by the end of the twentieth century. By the beginning of the twenty-first century, genetically manipulating animals for scientific purposes had spread to other animals such as goats and primates. As the twenty-first century moved along and gave way to the twenty-second, transgenic animals were being created for business and entertainment purposes. Goats were altered to create silk strands, fish were created that would glow in the dark, and cats were made to be hypoallergenic.

In the late 2140s, apes began to be altered to create additional workers as well as soldiers. These early uplifts were often fitted with primitive mindcomps which, in concert with genetic manipulation, would create soldiers and workers that were stronger than human soldiers. In addition, much like the drones and robots that were being used at the time, uplifted apes were often seen as being expendable. Among the Iranian forces killed at The Battle of Wargentin Crater in 2145 (see p.119) were fifty uplifted Ape soldiers.

These programs were seen to be successful and were followed by the uplift of several other animals. Among these were the first uplifts of bears, elephants, and dolphins. While many questioned the ethics of this, most seemed to feel that the animals were little more than tools. Some humans would establish close relationships with the uplifted animals in their command, but most regarded this as little more than the relationship between a pet and its owner. These animals' lives were sometimes seen as being precious to their owners but not as important as the life of a human. While this sort of attitude has disappeared in some regions, it is still possible to find these sorts of prejudices in modern 2340s Clement Sector.

In 2208, when humans first set foot on Hub (Hub 0405) and began to colonize Clement Sector, uplifts were part of that effort. The German exploratory team that first landed had several uplifted Bears in its number. As settlers began to pour through the Conduit, uplifts were part of that initial colonization. While this is a source of pride for many, several historians have noted that the Bears were being used by the team as "test subjects" to avoid injury to the humans. This was neither the first time nor the last that humans would use uplifts as test subjects.

"We've been in orbit around CXG-408c for several hours. Got a lot of people who want to make the trip down to the planet. All the scans we've made and tests we've performed say that planet is safe. I've put the crew and colonists under orders not to go opening their helmets until we get a team of

Apes down there. If the Apes can handle it, then I will consider putting actual people at risk." – James O'Connell, colonization specialist's log, United States Sophronius Colonization Team, January 18, 2210 (standard).

Unfortunately, uplifts faced some dark days during the early years. For all intents and purposes, uplifts were little more than slaves. While this was not legally sanctioned in most nations and colonies, it was nevertheless allowed and often encouraged by both governments and corporations. One of the most infamous moments in uplift history was the Andedoyin Massacre which took place on Tulrakh (Hub 0603).

The Andedoyin mountain range in the southern hemisphere of Tulrakh was rich in silver. A corporation called Bayaba Mining came to the planet and, with a deal from the local government, began mining the silver. Some of the earliest workers on the mine were Bears and Apes. After it was believed that the silver had been totally extracted from the mine, the company was determined to move to Etxarte (Franklin 0203) to conduct operations. On June 7, 2261 (standard), the company decided that it was cheaper to kill the Uplifts rather than pay for them to be transported to the Peel Subsector. Bayaba Mining's security team shot the fifteen bears and thirty apes and left them in a mass grave.

When word began to spread about the incident, both the Tulrakhi and Etxartan governments sought indictments against the owners of the company. Authorities on Etxarte arrested the two owners of the company and several members of the security forces. While one of the owners escaped, the other was executed by the Etxartan government. The company ceased operations before the end of the year. The incident is widely remembered by all uplifts and did much to inform the human population of Clement Sector about how uplifts were sometimes treated.

Often animals would be used in concert with or in place of drones and other surveillance. Rats, mice, squirrels, and several species of bird would be fitted with equipment that monitored who came and went from a given area which needed to be secured. Guard dogs would be equipped with cameras to show who the person was that they had attacked or scared away from the property. With the addition of increased intelligence, these animals could make decisions as to what might or might not be a threat to the location they were guarding.

These first uplifts were what we would today refer to as "standard uplifts" or Class 1 uplifts. These animals, while having a few genetic modifications and an installed mindcomp, would have increased reasoning capabilities and the ability to speak. Their bodies were rarely modified at all. Dolphins were often given manipulating arms but the average ape, bear, dog, or cat that had been uplifted would receive little in the way of body alteration.

Class 2 uplifts, or "deluxe uplifts" as they are sometimes called, began to appear in the 2260s. These uplifts not only receive genetic modifications and cyberware to make them more intelligent and able to speak but they are also given physical modifications to make them more human. These alterations include changes to facial structure, hand structure, and changes to the way the uplift walks and talks. While most Class 1 uplifts are only able to speak through a vocal system provided by the installed mindcomp, Class 2 uplifts often have modified vocal cords to allow for a range of human speech.

Uplift Class	Tech Level
Class 1	TL11
Class 2	TL12
Class 3	TL13

Class 2 uplifts are only possible at TL12. These sorts of changes are only possible with medium-sized animals such as apes, bears, and yeti. Smaller animals such as cats and larger animals such as elephants are unable to receive the benefits of a Class 2 uplift due to the difficulties involved in changing their bodies to match.

Despite uplifts being commonplace on many worlds since the early 2200s, uplifts still face a great deal of prejudice. While there are many worlds in Clement Sector which view uplifts as being equal with humans and there are also many worlds where uplifts are seen as being far less than equals. Many people simply cannot see uplifts as being beyond their animal origins. At best, on these worlds, uplifts are the butts of jokes while, at worst, they may be treated as little more than a useful tool to be discarded when it is no longer effective.

"Caesar, my young Chimpanzee, has been indispensable to my daily life. He follows me, takes notes, remembers my schedule, and carries my luggage. I've never had such talented help. Having it with me has kept me from ever needing to hire a person, purchase a robot, or have one of those terribly frightening computers placed into my head. How unfashionable!" – taken from the personal correspondence of Jack Dreyfuss, executive vice president of Egata Mining, March 5, 2312 (standard)

The most commonly found uplifts in Clement Sector are presented here. If you are interested in more uplifts and additional information concerning uplifts, check out *Wondrous Menagerie: Uplifts in Clement Sector.*

Apes

Due to their similarities to humans, apes were an obvious choice for uplift. Like Dolphins, uplifted Apes have gained a foothold in human society and are commonly encountered on many worlds in Clement Sector. The largest uplifted Ape communities are in Sequoyah subsector on the worlds of Chriseda (Sequoyah 0204) and Bowemiwak (Sequoyah 0103).

Apes have since been used by many in both Earth Sector and Clement Sector to perform jobs which require heavy lifting. Apes have also been used as combat troops by several nations and planetary governments including the Sequoyah Defense Force and the Monroe System Navy.

In general, most of the uplifted Apes have been great apes from the Hominid Family. These include gorillas, chimpanzees and orangutans. Lesser apes, such as gibbons, have been uplifted but to lesser success than has been seen with the great apes.

Due to their existing similarities to humans, all apes are Class 1 uplifts. This is because they do not require extensive body modifications. While apes can wear armor and vacc suits, those suits must be specially made for them. Assume a cost increase of 150% for any type of tailored clothing, armor or vacc suit to be worn by an uplifted ape.

Apes have a language of their own which they will use among themselves. They will rarely use it when humans, altrants, or other uplifts are near. The language is a series of hand motions, body motions, grunts, and other gestures which indicate basic emotions. This language cannot be used to convey complex ideas but can be used to indicate anger, dominance, lust, sadness, or other such emotions. All Apes will begin with Language (Ape) at level 1.

Apes gain a +2 to STR and END but suffer a -2 to DEX, INT, EDU, and CHA. Apes receive a +2 DM to any task related to strength but suffer a -2 DM to any task which requires quickness or dexterity. While Apes can wear armor and vacc suits, those suits must be specially made for them. Assume a cost increase of 150% for any type of tailored clothing, armor, or vacc suit to be worn by an uplifted Ape.

Bears

Bears were originally uplifted as slave labor and for use as soldiers by several nations on Earth in the late 22nd century. The largest communities of bears are to be found on Sequoyah (Sequoyah 0605) and Boone (Sequoyah 0305). Due to the fear which they often engender among humans and other uplifts, most uplifted Bears tend to avoid crowded areas.

While some of the uplifted Bears are Class 1 uplifts and have few modifications made to their bodies, most uplifted Bears are Class 2 uplifts. Class 1 Bears walk upright only on occasion, mainly staying on all fours. Class 1 Bears will have no modifications made to their faces and will often only be able to talk through the use of a mindcomp or handcomp which gives them the ability to talk. Class 1 Bears will have difficulty using tools, furniture, and other devices used by humans.

Class 1 Bears should be rolled as 2d6+3 for STR and END. DEX should be rolled as 2d6 while INT and EDU should be rolled as 1d6+2. CHA should be rolled as 1d6 and Class 1 Bears will suffer a -2 DM to any task involving Charisma. While Class 1 Bears can wear armor and vacc suits, those suits must be specially made for them. Assume a cost increase of 300% for any type of tailored clothing, armor, or vacc suit to be worn by an uplifted bear. All Class 1 Bears should start with Melee (Natural Weapons) at level 1 and have 2 points of natural armor.

Class 2 Bears will have their physical size pared down, their snout reduced, the ability to speak without cyberware, and their limbs altered to be usable as hands and feet. Class 2 Bears will walk and run upright as well as be able to use their hands for fine manipulation. Class 2 Bears will be smarter than their Class 1 counterparts.

Class 2 Bears should be rolled as 2d6+3 for STR and END. DEX and CHA should be rolled at 2d6. INT and EDU should be rolled at 2d6-3. Class 2 bears will retain their thick skin and fur which gives it 2 points of natural armor. Assume a cost increase of 150% for any type of tailored clothing, armor, or vacc suit to be worn by a Class 2 Bear.

Dolphins

Dolphins were among the first species to be uplifted by humans. While they were originally uplifted as a substitute for humans in dangerous underwater situations, Dolphins are now the most recognizable and widely accepted of the uplifts. In Clement Sector, they have several enclaves on worlds such as Catalunya (Cascadia 0202) and Sigyn (Franklin 0408).

All Dolphins are Class 1 uplifts, and many were created when the prevailing tech level was at TL10. Dolphins are uplifted using targeted genetic manipulation to create a more intelligent creature. While some Dolphins are also equipped with a mindcomp to bolster this increase, most are not. Dolphins can pass along their genetic changes to their offspring and thus reproduce uplifted Dolphins.

While most Dolphins prefer to be in the water, some have chosen to work closely with humans both on land and in space. Many of these Dolphins wear a special vacc suit with robotic arms and legs which keeps seawater inside the suit. This not only allows the Dolphin to walk but also keeps the user's skin moist. The weight of these suits is often offset by gravitic assistance. These suits are often ungainly and quite expensive.

At TL11, it becomes possible for the dolphin to have an artificial skin layer added which will remain moist. Many of those with this artificial layer added will often have cybernetic arms and legs added to their bodies. This allows them to walk on land and manipulate tools, but it does interfere

with their abilities underwater. For many, that is not a trade that they are willing to make. An upright Dolphin averages 1.7 meters (5.6 feet) in height.

Dolphins retain their ability to speak with other Dolphins through clicks, whistles, and other sounds. However, most Dolphins speak several human languages and will prefer to communicate using these. Younger Dolphins will often find it entertaining to simply walk up to a human and start saying random words in their language.

Dolphins are highly social creatures and uplifting has not changed this. Dolphins generally prefer to be in large groups and are friendly to both humans and other uplifts. It is not unusual to see Dolphins in large groups walking through a city talking loudly and laughing.

Dolphin sexuality is notoriously open and free. Combined with the use of human speech, this can often lead to Dolphins saying things to humans and other uplifts which would not be considered socially acceptable on many worlds. This can present an obstacle toward human acceptance of Dolphins on some worlds.

The average life expectancy of a Dolphin is 60 years. Dolphins reach maturity at the age of 16.

Uplifted dolphins gain a +2 to their STR, +2 to END, -2 to INT and -2 to EDU. Their CHA is rolled as 1d6+3. They are at home in the water and receive a +2 DM to any checks made underwater.

However, Dolphins must suffer a -4 DM when dealing with any object which requires fine manipulation. Dolphins fitted with cybernetic arms may ignore this modifier.

Lions

Lions were first uplifted as Class 2 uplifts in the 2320s by the Nigerian and Kenyan governments for use as soldiers. The Lion was felt to be an excellent combat troop and worthy successor to the Apes which both governments had already been using. It was felt this additional uplift would supplement their armed forces. All uplifted Lions are Class 2 uplifts.

Lions are uplifted to Class 2 by targeted genetic alterations which allow for them to walk and run upright, use human weapons and tools, and be able to speak. Lions may pass their genetic changes on to their offspring. Class 2 Lions have human-like hands and feet. They are quite dexterous with their hands, but many Lions are somewhat clumsy with their gait while running. Lions may use human tools and weapons without penalty. Uplifted Lions do not retain their claws but can use their teeth in combat.

Lions are rather social and will often get along well with most humans, altrants, and uplifts. Lions, while often friendly to Apes, will frequently engage them in competitive competitions. This seems to stem from when the Nigerian and Kenyan militaries used competition between the two groups of uplifts as a training tool.

Lions will live in polyamorous groups (called prides by some) of 1-3 males and 6-10 females. In addition to this number, any children of the group will also live within this group until they reach the age of maturity. At the age of maturity, a female is expected to join a new group while a male is expected to form a new group. Males which fail to form their own group within two years will then

join an existing group provided that group is not the one in which they were raised. Females which do not find a new group are expected to return to their childhood group.

Those who do not find a group, decide not to join a group, or, if female, are rejected by their family group must then go it alone. Such loners will be outcasts and not accepted in Leonine communities. Over the years, it has been noted that most outcast lions tend to find a human group in which to live. Some do join other uplift communities.

Male Lions retain their manes. Giving the mane proper care and attention is an important part of a male Lion's daily ritual. Many male Lions will use this grooming time to reflect on the activities of the day and relax.

Most uplifted Lions will also wear clothes which will often be similar to the traditional dress of the peoples of Nigeria. These are often quite colorful and will often consist of trousers with a long dress which hangs over the trousers similar to the aso-oke worn by the Yoruba of Nigeria.

The average Lion stands at 2.5 meters (8 feet 2 inches) tall. Lions have a life expectancy of 40 years and reach the age of maturity at 16 years old. Lions should roll 2d6+3 for STR and DEX. They should roll 2d6 for END, INT, EDU, and CHA.

Lions may use their teeth as weapons. These teeth will do 2d6 damage.

While Lions can wear armor and vacc suits, those suits must be specially made for them. Uplifted Lions do retain their tail which makes it necessary to tailor a suit to their needs. Assume a cost increase of 200% for any type of tailored clothing, armor, or vacc suit to be worn by an uplifted Lion.

Yeti

Yeti are large white ape-like creatures native to Campbell (Cascadia 0408). A small population of Yeti was uplifted by the Burck Group as slave labor. When the employees of the Burck Group rebelled against their corporate masters, the Yeti joined the rebels. The Yeti were uplifted using genetic manipulation which can be passed on their offspring. Much like Apes, Yeti required very little in the way of physical changes and most of these were done to make the Yeti's hands more useful to their masters. Yeti naturally walk upright so it was unnecessary to make changes in this regard. Cyberware was not used to create Yeti.

Since the Burck Group's demise, no further uplifting of yeti has occurred, but the offspring of the original Yeti still thrive on Campbell. Most of these live in a small community near the city of Asa. Yeti have been known to leave Campbell and there are populations of Yeti on several planets in the Cascadia Subsector and some on Bowemiwak (Sequoyah 0103) and Harrison (Sequoyah 0805). Many of those in the Sequoyah Subsector have been further genetically altered to have darker fur.

Most Yeti are extremely distrustful of corporations. They will, most often, refuse to work for one and will often compare working for one to slavery or imprisonment. The majority of Yeti will continue to hold a deep resentment and distrust toward not only those working directly for a corporation but also anyone working closely with one despite any evidence that they may be provided that a corporation is honest, forthright, or doing good works.

Yeti have a life expectancy of 70 years and reach maturity at age 12. The average Yeti stands at 3 meters (9.8 feet) tall. Uplifted Yeti gain a +2 to STR and END but suffer a -1 to DEX and a -3 to INT and EDU. CHA is rolled as 1d6. Yeti also have thick skin and fur which counts as 2 points of natural armor. Yeti also gain the skill Survival (Cold) at level 2.

Yeti receive a +2 DM for any task which is performed in weather of less than 5 degrees C (41 F) and a -2 DM for any task performed in weather warmer than 35 C (95 F). Yeti also have heightened senses which give them a +2 DM to any Recon or Survival checks.

While yeti can wear armor and vacc suits, those suits must be specially made for them. Assume a cost increase of 200% for any type of tailored clothing, armor, or vacc suit to be worn by an uplifted yeti.

The Character Creation Process

Each of the *Clement Sector* careers is listed in the usual career format which gives the requirements of the career, skill tables, events, mishaps, and the benefits. The following section will go through each step of using the career tables to create a character that is unique and interesting. There are several careers included in this book and you will find careers in other sourcebooks as well.

Careers will take up a four-year period of your character's life called a "term". You may remain in a career for as long as you desire provided that the rolls made during the process do not force you out of that career. There are no limits on how long one may stay in a career provided that you continue to make your Survival rolls and Aging rolls.

Enlistment

The first step in entering a career is Enlistment. This takes the form of a Characteristic check that requires the player to make the target number listed by rolling 2d6 and adding the modifier (see p.131) for the character's required Characteristic. Success in the Characteristic check means that you may enter the career. Failure means that you choose another career. You cannot choose to attempt to re-enter the career for two terms.

If a character has three failed attempts in a row to enter a career, they must enter the Vagabond career (p.290) automatically.

For instance, the Journalist career (p.232) requires a check of CHA for a target number of 8. If your character has a 10 for their CHA, the modifier is a +1. So, if you roll 7 or better on 2d6, you would be able to become a Journalist. If you rolled a 6 or less, you would be forced to choose another career.

Most careers apply a negative modifier to entering the career if the character has an apparent age of 40 years of age. Changing careers becomes more difficult as one continues, and this modifier reflects this fact of life.

The Prisoner career (p.260) does not require an Enlistment roll. However, you may only enter the Prisoner career if you are forced into it by an Event or Mishap.

The Vagabond career (p.290) does not require an Enlistment roll. You may enter the Vagabond career at any time without making an Enlistment roll, but most will not choose to be a Vagabond. In most cases, a character will only enter the Vagabond career if forced to do by an Event, Mishap, or failure to join a career.

Assignment

Once you have successfully entered a career, you must choose an assignment. The assignment is a subset of the career and reflects a particular path on which your character can embark within that career. Some careers have only one assignment and the choice is made for you whereas other careers may have as many as four. Choose the assignment which best suits your character concept.

For instance, once a character has joined the Journalist career, the player is faced with the choice of Reporter, Investigator, or Producer. You may choose any of these.

You must remain in the same assignment for at least two terms. After two terms in that assignment, you may decide to change assignments. There is no roll or penalty for changing an assignment. If an Event states that you may now change assignments, the two-term period should be ignored in that case.

Survival

At the beginning of every term in a career, you will be asked to make a Survival roll. The Survival roll is a Characteristic check with a listed Characteristic and target number. This is rolled just like the Enlistment check by rolling 2d6 and adding the listed Characteristic's modifier to the roll. If you get equal or higher to the target number, you can continue to Advancement. If you fail, do not roll for Advancement but proceed to Mishaps. See Mishaps on p.158.

For instance, if you are in the Journalist career (p.232) and have chosen the Reporter assignment, you must roll EDU 7+ to survive in the career. If your character's EDU is 10, that would add a +1 to the roll. So, you must roll 6 or higher to continue in the Journalist career.

If you succeed in the roll, move on the Advancement stage. If you fail in the roll, move on to Mishaps.

If you roll a natural 12 on the Survival roll, you must not only complete this term, but you must also attempt a term in this same career again for the next term. (*see p.161 concerning continuing in a career*).

Advancement

After succeeding in the Survival roll, you will check to see if your character has advanced. If you are in a military career or other career which has Commissions, you would need to hold off on this step and proceed to the Commission roll (unless you already succeeded and became an officer).

The Advancement is a Characteristic check with a target number. This is rolled just as the other Characteristic checks by rolling 2d6 and adding the listed Characteristic's modifier to the roll. If you get equal or higher to the target number, you gain a level in Rank. If you fail, you simply do not go any higher in rank.

If you succeed in the Advancement roll, add one to your rank and proceed on to Skills (p.158). If you failed in the Advancement roll, simply proceed on to Skills.

For instance, in the Journalist career (p.232) in the Reporter assignment, the Advancement roll would require a Characteristic check of CHA at 7+. Assuming your character has a 9 in Charisma that would give a modifier of +1 to the roll. So, if you rolled 6 or higher, you would increase in rank. If you rolled a 5 or lower, you would not.

Commission

Military and some other careers include a roll called a Commission. If you are in one of these careers, you must make this roll before making the Advancement roll. If you succeed in this Characteristic check, you have become an Officer and that entitles you to a different set of benefits than an enlisted person. Success means you become an officer at Rank 0. You do not make an Advancement roll this term and, in future terms, you will roll for Advancement and not for Commission.

If you fail the Commission roll, you will then make the Advancement roll to see if you rise in rank this term. You may attempt the Commission again on the next term.

For instance, if attempting a Commission in the National Navy career (p.240), one would need to make a Characteristic check of EDU 8+. So, if the character's EDU is 9, that would give a +1 modifier to the roll. If the player rolled a 7 or higher, the character would become an officer. There would be no need to roll an Advancement roll this term.

If the player failed the roll, they could still attempt to gain an Advancement and gain a level in Rank as an enlisted person. In the next term, they could attempt the Commission again.

Mishap

Only use this step if you failed the Survival roll. If you succeeded in the Survival roll, proceed on to Skills.

On failing the Survival roll, you must now make a Mishap roll. Each career has a Mishap table on which you will need to roll 2d6 (1d6 for Prisoners and Vagabonds) and consult the table. The result on the table will tell you what has happened to your character by failing the Survival roll. Follow the instructions given and then leave the career. Add 1d3 years to the age of your character.

Unless you are in the Prisoner or Vagabond careers, failing the Survival roll and rolling on the Mishap table means that your next step is leaving the career. Continue to Changing Careers on p.161.

Skills

If this is your first term in this career, take all the skills listed on the Service Skills table at Level 0. If you already have a skill at level 0 or higher, then you get no further increase.

You will get one roll per term to gain a skill. You can choose to make that one roll on any of the skill charts in the Skills and Training section for which you qualify. In order to qualify for the Advanced Education table, your character's Education must be 8 or higher. To qualify for an Assignment table, you must be a member of that Assignment within this career. To qualify to roll on the Officer table, you must have successfully rolled a Commission.

Once you have chosen a table, roll 1d6. Consult that table. If a skill is listed, increase that skill's level by one. If you do not already have the skill, gain the skill at level 0. If a Characteristic increase is listed automatically increase the Characteristic by the number listed.

For instance, if you roll on the Service Skill table as a Reporter in the Journalist career and roll a 2, Investigate is the result. If you do not already have the Investigate skill, add the Investigate skill at level 0.

If you already have the Investigate skill at level 1, increase that skill level to 2. If you have Investigate skill at level 2, increase it to 3 and so forth.

If the skill has a specialty listed and you do not already have the base skill, add the base skill at level 0.

For instance, if you choose the Assignment: Reporter table in the Journalist career and roll a 2, the result is Art (Writing). If you do not already have Art as a skill, you would gain Art at level 0.

If you have the base skill listed as well as the specialty, increase the level in that specialty by one.

For instance, if you choose the Assignment: Reporter table in the Journalist career and roll a 2, the result is Art (Writing). If you already have Art at level 0, then you would increase the skill level to 1 and gain the specialty. You now have Art (Writing) 1.

If you already had Art (Writing) at level 1, you would increase this to Art (Writing) 2. If you already have Art (Writing) 2, you will increase this to Art (Writing) 3 and so forth.

If you have the base skill and not the specialty, add the specialty at level 1. If you already have the specialty, increase the level of that specialty by 1.

For instance, if you have Art (Dance) 1 and you roll on the Assignment: Reporter table and roll a 2, the result is Art (Writing). You would add Art (Writing) at level 1. You would now have Art (Dance) at level 1 and Art (Writing) at level 1. If you gained another result of Art (Writing), then you would have Art (Dance) 1 and Art (Writing) 2.

If the result listed is a base skill and "Any" listed as the specialty, you may choose the specialty to which you add the skill level.

For instance, if you have Melee (Unarmed Combat) 1 and you are in the National Navy career and choose the Service Skills chart and roll a 5. The result there is Melee (Any). You may choose to increase your skill to Melee (Unarmed Combat) 2 or you may choose to gain a level in another specialty such as Melee (Blade). If you chose this, you would have Melee (Unarmed Combat) 1 and Melee (Blade) 1.

Always remember that no skill can ever exceed skill level 5. In addition, during character generation, each character is only allowed a total of skill levels equal to twice the sum of their INT and EDU scores or 2 x (INT + EDU). Once a character reaches that point, the player must choose to drop a skill level of their choice.

For instance, Robert Carrington has an INT of 8 and EDU of 6. Carrington is allowed to have skill levels up to a sum of 28. So, if he currently has Admin 3, Advocate (Oratory) 3, Drive (Wheeled) 2, Gun Combat (Slug Pistol) 2, Electronics (Computers) 2, Electronics (Sensors) 2, Pilot (Starships) 2, Engineering (Zimm Drive) 2, Gambling 2, Streetwise 2, Language (German) 2, Broker 1, Persuade 1, Carouse 1 and Suit (Vacc Suit) 1, Carrington cannot take another level in any skill until he either lowers a skill he currently has or increases his INT or EDU. This skill level cap does not extend into normal play. For more information on how skills may be learned during normal play, see p.296.

Continue to Ranks and Benefits.

Ranks and Benefits

At this point, you will need to consult the Ranks and Benefits table. This is usually located on the page after the skill charts for the career which you have chosen. Simply cross-reference your rank against the specialty you have chosen for this career.

If there is a benefit listed, take that benefit immediately. If it is an addition to a characteristic, add that to the characteristic at this point. The Benefits are bonuses and may include things like an Ally, a Company Share, or a Stash. These benefits are described in greater detail on p.207.

As an example, if you are in the Colonist career with the assignment of Politician and have reached Rank 6, you are to take +2 CHA. Immediately add 2 to your Charisma Characteristic.

Listed skills on these tables work differently than on other tables. If the benefit listed is a skill, it will be listed with a skill level. If you currently have that skill at that skill level, you receive no benefit.

For instance, if you are in the Colonist career in the assignment of Politician, have Carouse at level 1, and you have reached Rank 4, the listed Rank Benefit is Carouse 1. Your character already has Carouse at level 1, so you gain no Benefit.

Rank Benefits are designed as a safety net to ensure that your character has the minimum skill to be able to operate as a member of your career at that rank. If you already have the skill at that rank or higher, then the safety net is not needed. If the character does not have the skill at that listed level or higher, then they should and this step fixes that.

If the Rank Benefit is a skill with more than one specialty listed or the specialty is listed as "Any", then if you have the base skill and any specialty in that base skill at that level then you receive no benefit. If you do not have the base skill and any specialty at that level, then add the base skill and the specialty of your choice at that level.

For instance, in the Colonist career in the Settler Assignment, the Rank Benefit for Rank 3 is Survival (Any) at level 1. If you already have Survival (Forest) at level 1 or higher, then you gain no Benefit.

Move on to Events.

Events

During each term, you will be asked to roll for one random event. This will require rolling d66 and cross-referencing the result on the Events table. The Events table is the lengthy table which is usually listed as the final part of a career path.

These events will describe something significant which has happened to the character during this four-year period. It may be a simple addition of a new skill or benefit, or it may require you to make a Characteristic check or a Skill check.

If the event says to add a level to a skill and you do not already have that skill, add the skill at level 0. Otherwise, increase the level in that skill by 1.

As an example, in the Colonist career, Event 63 states that you should gain a level in Jack of All Trades. If you do not have Jack of All Trades when you come to this Event, add Jack of All Trades at level 0.

On the other hand, if you came to this Event and had Jack of All Trades 0 already, you would simply add 1 level to it. Now you have Jack of All Trades 1. If you had rolled this Event and already Jack of All Trades 1, you would increase to Jack of All Trades 2 and so forth.

If an Event says that you need to make a Skill Check, that will be listed as the skill required and the target number. Roll 2d6 and add the skill level to that roll. If you achieve the target number or higher, then you have succeeded. If the sum of the die roll and the skill level is less than the target number, you have failed.

Each Event requiring a Skill Check will give you a specific result for Success or Failure. Those results are to be applied to your character at that point.

As an example, in the Colonist career (p.216) Event 21 states that you are required to make a Gun Combat or Survival check at 8+. Choose which skill you would prefer to use and roll 2d6 and add that level in that skill to the result. If the result is 8 or higher, then the character has succeeded. If the result is 7 or lower, the character has failed.

A failure in this Event means that the character will be required to roll once on the Injury table. Find the Injury table on p.136 and apply the injury to the character.

Several Events will give the character a Benefit roll. These Benefit rolls (unless otherwise stated in the Event) should be added to the total Benefit rolls earned by the character and will be rolled in the Mustering Out step (see p.162).

All careers have an Event for a roll between 31 and 36 that will require you to roll on the Life Events Table. This table features things which could happen to any character and is on p.137. Simply roll 2d6 and consult the table for the result of this Life Event.

Some careers will have a Military Life Events Table (p.249 and 280) as well as the Life Events Table. Just like Life Events, simply roll 2d6 and consult the table for the result of this Life Event.

After rolling on the Event table and applying the Result, move on to Aging.

Aging

In this step, you will add 4 years to the age of your character. Though doubtful in *Clement Sector,* you may be required to make an Aging roil (see p.134).

Continue the process by moving to Continuing in a Career.

Continuing in a Career

At this point, you will need to decide if you wish to continue in this career. If you do wish to continue in this career, simply return to the Survival step (p.157) and repeat the process. If you rolled a Natural 12 on your Survival roll, you must continue in this career.

If you would like to leave this career and enter another career, move to the Changing Careers step.

If you feel that you are finished with character generation and would like your character to now enter the game, move on to the Mustering Out phase on p.162.

Changing Careers

If you have decided that you'd like to change careers, you will leave this career and you cannot attempt to re-enter it for two terms. If you wish to accept this, then you must first Muster Out of this career before entering the next. Move on to the Mustering Out phase and then return to the Enlistment phase on p.156.

Mustering Out

If you have decided to enter the game at this point and end character generation or decided to enter another career, you will need to Muster Out of the career. Tally up the number of terms that you have spent in this career. You will receive twice the number of Mustering Out Benefit rolls as you have spent terms in the career.

For instance, if you spent three terms in the Colonist career and one term in the Explorer career, you would receive six rolls on the Colonist Mustering Out Benefits table and two on the Explorer Mustering Out Benefits table.

If you have gained or lost any Benefit rolls from Events or Mishaps, you should add or subtract accordingly.

As an example, you have spent one term in the Explorer career. Your Explorer career ended with Mishap 5 which states that you lose 2 Benefit rolls. As you only have 2, you lose both.

You should now roll on the Mustering Out Benefits chart for that career for as many times as you have rolls. You can choose to make a roll on either the Cash table or the Other Benefits table. However, you may only roll on the Cash table three times per career. Once you have chosen which table you wish to roll on, roll a d6, consult your chosen table, and add the Benefit.

For instance, you have six Benefit rolls to make on the Colonist Mustering Out Benefits table (p.214). You choose to make your first roll on the Cash table. You roll a 2 and, unfortunately, that means you get 0 credits. You choose to make your second roll on the Cash table and get a 5. That gets you 2000 credits! You choose to make your third Benefit roll on the Cash table as well. You roll a 4 and gain 1000 credits. The remaining three rolls must be on the Other Benefits table.

You may roll on the Other Benefits side of the table as many times as you have benefits for that career. When you roll on the Other Benefits table, simply roll a d6, consult the table, and take the Benefit listed. Benefits from this table are more fully explained on p.207.

Continuing the above example, you already chose to take three of your rolls on the Cash table. You have three remaining Benefit rolls on the Colonist Mustering Out Table on the Other Benefits table. On your first roll, you get a 1 and this gives you +1 END. Add one to your Endurance Characteristic. On your second roll, you get a 4 which gives you "Weapon". As per the description of that benefit on p.207, you may gain a Weapon from any of the weapon tables on p.303-305 or you may increase a weapon skill. You choose to increase a weapon skill and decide to increase your Gun Combat (Slug Pistol) from level 1 to level 2. On your final roll, you roll a 5. This gives you an additional Contact. Note on your character sheet that you have gained a Contact from the Colonist career.

Once all the rolls are complete, you have completed this career. You may now complete character generation and enter the game or you may continue in a different career. If you choose to enter a new career, return to the Enlistment phase on p.156.

Final Details

Once you are finished with the career process, it is time to enter your character into your Referee's game. You are not quite finished though. After all, it takes more than a set of characteristic scores and skill levels to create a fun character. By adding some final details at the end of character creation, you might find the experience of playing the character far more rewarding.

Name

At the very least, every character needs a name. Consider choosing a name based on actual "real world" names, on fictional characters, or one you have simply made up entirely. If you are stuck, try choosing two of your favorite western characters, and taking parts of each of their names to create a unique name for your character.

Gender

In this step, you will choose your character's gender. There is nothing that says you must play a character of your own gender. Many consider it a roleplaying challenge to try to portray a different gender in a realistic manner.

Appearance

Choosing details such as your character's height, weight, hair color, wardrobe preferences and so forth make it easier to describe your character, which helps everyone visualize your character in their minds as they play.

Distinctive features often give your character a way of standing out from the crowd.

Personal Goals

Time and experience have shown that characters with personal goals are far more rewarding to play in the long run. A personal goal should be something that takes more than a single adventure to resolve. Good examples might include trying to find gold, mastering an art, gaining wealth, taking revenge on an enemy, or securing political power.

Personal goals often provide the Referee with an opportunity to develop story arcs based on that character, because the goals inform the Referee about what the character (and presumably the player) is interested in pursuing. It is okay if the character's goals change over time. In fact, that is a great sign of character growth and development.

Character Creation Outline

1. Choose if your character will be a human, uplift, or altrant. If you character is to be a human, continue to step 2. If your character will be an uplift, turn to p.147 and familiarize yourself with the differences of your chosen uplift. If your character will be an altrant, turn to p.141 and familiarize yourself with the unique qualities of your chosen altrant.

2. Determine the character's characteristics as outlined on p.139 if you are a human or according to the specific rules stated for the chosen uplift or altrant.

3. Roll on the Subsector of Origin chart (p.167) to determine the Subsector from which your character originated.

4. Find the appropriate subsector on the Homeworld tables (p.168). Roll or choose your homeworld.

5. Use the Background Skills chart (p.172) to determine the background skills originating from the character's homeworld.

6. Use the Primary Language Table (p.177) to determine the character's Primary Language.

7. Determine the character's parents (p.182). You can also determine the character's other relatives as well. (p.184-185). Roll or choose events from the Youth Events chart (p.186-188) to determine events which occurred to the character during ages 4 and 8. Roll again on the Youth Events charts to find events which occurred to the character between the ages of 9 and 12.

8. Roll or choose events from the Teenage Events chart (p.189) to determine events which occurred to the character during the ages of 13 and 15. Repeat this process for events which occurred to the character between the ages of 16 and 18.

9. Determine if the character will enter higher education. If so, follow the instructions on p.193 to determine the results of the character's college years.

10. Choose a career to enter. Careers can be found on p.200-295 or within several sourcebooks from Independence Games.

11. Once a career is chosen, the player should roll for Enlistment (see p.156). If the roll is a success, proceed to step 12. If not, return to step 10. If the character fails three Enlistment rolls in a row, the character will automatically join the Vagabond career (p.290) without an Enlistment roll and will proceed to step 12.

12. Choose an Assignment within the career. For more on Assignments, see p.156.

13. Roll for Survival (see p.157) for more details. If you succeed in the Survival check, proceed to step 15. If you do not, move on to step 14.

14. Roll on the Mishaps Table (see p.158 for more details). Follow the instructions given in the Mishap table results and leave the career. The player should choose to either enter the game at this point and move on step 20 or attempt to enter another career and return to step 10.

15. Roll for Advancement (see p.157 for more details). This may also include a roll for a Commission (see p.158) if your career includes this concept. If your career includes Commission, make this roll first. If you succeed in the Advancement roll, add 1 to your Rank and continue to step 16. If you fail, continue to step 16. If you increase your rank, check the Ranks and Benefits chart for your career for a possible benefit to your rank (see p.160).

16. Determine the skills gained for this term (see p.158) for more details. If this is the first term spent in this career, gain all the skills under Service Skills at level 0. Choose a skill chart for which you qualify and roll a d6. Gain the skill listed on that chart.

17. Roll on the career's Events table (see p.160 for more information). Follow the instructions listed in the Events table result.

18. Determine if your character has aged using the Aging rules on p.134.

19. Decide if you want your character to continue in this career (see p.161 for more on this decision). If you wish to continue in this career, move back to step 13 and repeat. If you wish to change careers (see p.162) for the proper procedure and then move to step 10. If you wish to stop character generation at this point, move to step 20.

20. Muster Out. Follow the procedures on p.162 to move through the final steps of making your character.

Character Origins

Subsector of Origin

Characters should begin by using the Subsector of Origin chart. Players may roll a d6 on the chart or the Referee may choose the subsector for the character or permit the player to choose from the chart. If the result on the chart is "Frontier Subsector" then, unless otherwise determined by youth events of teenage events, the character's first career must be Colonist (p.214).

If the result is Earth Sector, then characters may then use the charts presented in *Earth Sector* on p.77 or simply determine a location of origin. Alternatively, Referees may choose to treat this result as meaning that the character originated on Earth itself. If so, the player should choose any skill to have at level 1, choose a Primary Language, and gain an additional language at level 1 (see Primary Languages, p.177).

1d6	Subsector of Origin
1	Frontier Subsector (see Frontier Subsector chart)
2	Earth Sector
3	Hub
4	Cascadia
5	Franklin
6	Sequoyah

1d6	Frontier Subsector
1	Superior
2	Winston
3-4	Dade
5-6	Peel

Homeworld

Once the subsector of origin is determined, the next step is to determine the planet of origin. Locate the correct chart by subsector and use that chart to determine the character's homeworld. Each of the subsectors possible in Clement Sector are listed over the next few pages.

Superior Subsector

D100	Homeworld
01-30	Brunson
31-70	Superior
71-100	Tupolev

Franklin Subsector

D100	Homeworld
01-05	Chennai
05-09	Hiallt
09-15	Tal'Kalares
16-20	Vasynov
21-24	Serapis
25-29	Atargatis
30-35	Etxarte
36-41	Era
42-47	Moffett
48-53	Karnataka
54-60	Minerva
61-65	Sigyn
66-72	Franklin
73-75	Cybele
76-79	Dagda
80-81	Mictlan
82-83	Nyx
84-86	Avicenna
87-91	Nolan
92-96	Bastiat
97-100	Forseti

Winston Subsector

D100	Homeworld
01-61	Winston
62-00	Gehenna

Peel Subsector

D100	Homeworld
01-10	Laylah
11-30	New Perth
31-50	Peel
51-60	Neachdain
61-70	Alverca
71-75	Rocroi
76-100	Ariel

Dade Subsector

D100	Homeworld
01-27	Dashwood
28-45	Arnemuiden
46-74	Osiris
75-91	Dade
92-100	Sarawak

Sequoyah Subsector

D100	Homeworld
01-03	Bowemiwak
04-09	Chriseda
10-14	Tukaroi
15-18	Fiume
19-27	Boone
38-32	Amadioha
33-37	Gansagi
38-40	Selu
41-43	Dukagjin
44-50	Torarentsacorsus
51-54	Galawdewos
55-65	Sequoyah
66-70	Fimbulvetr
71-75	Thorpe
76-80	Catoosa
81-85	Tamaqua
85-88	Penn
89-94	Kosi
95-00	Harrison

Hub Subsector

D100	Homeworld
01-05	Totaro
06-12	Kingston
13-17	Viteges
18	Sheba
19-26	Reuschle
27-32	Hottinger
33-40	Wilhelmveldt
41-47	Donar
48-56	Hub
57-63	Wellington
64-70	Sophronius
71	Sigewif
72-78	Erlik
79-83	Tulrakh
83-86	Ararat
87-89	Nasnas
90-94	Maximon
95-97	Kohlisch
98-100	Hotei

Cascadia Subsector

D100	Homeworld
01-04	Megara
05-10	Nyahururu
11-15	Fairfax
16-22	Monroe
23-28	Catalunya
29-34	Roskilde
35-39	Hendershot
40-43	Slaren
44-48	Gagnon
49-53	Chance
54-59	Campbell
60-65	Kyiv
66-71	Dimme
72-75	Joseon
76-79	Antryl
80-87	Cascadia
88-91	Tlix
92-94	Talca
95-100	Yangon

Dawn Subsector

D100	Homeworld
01-45	Dawn
46-80	Argos Prime
81-85	Tranquility
86-100	Bicocca

Background Skills

Once a Homeworld has been determined, the background skills given to the character can also be determined. Simply find the homeworld, listed here by subsectors, and take the skills given on the chart. In some cases, there will be choices involved while in others there will simply be one or more skills which must be taken.

All characters born on a world which is Tech Level 9 or higher (which is all worlds in Clement Sector and all of the human worlds in Earth Sector) begin with Electronics 0.

Superior Subsector

World	Background Skills
Brunson	Gun Combat 0 and Survival 0
Superior	Survival 0
Tupolev	Suit 0

Franklin Subsector

World	Background Skills
Chennai	Survival 0 or Art 0
Hiallt	Survival (Desert) 1
Tal'Kalares	Survival (Jungle) 1
Vasynov	Survival (Heat) 1 and Survival (Desert) 1
Serapis	Survival 0
Atargatis	Survival (High Pressure) 1 and Melee (Blade) 1
Etxarte	Survival (High Pressure) 1 and Carouse 0
Era	Science (History) 1
Moffett	Suit 0
Karnataka	Survival (Desert) 1
Minerva	Survival (Ocean) 1 or Seafarer 0
Sigyn	Survival 0
Franklin	Science (Philosophy) 1 or Science (History) 1
Cybele	Trade (Prospecting) 1 or Broker 0
Dagda	Language (Gaelic or English) 1 and Science (History) 1 or Science (Philosophy) 1
Mictlan	Survival (Low Pressure) 1 and Suit 0
Nyx	Survival (Freefall) 1, Survival (Low Pressure) 1, and Suit 0
Avicenna	Survival (Swamp) 1
Nolan	Survival (Low Pressure) 1 and Deception 0
Bastiat	Survival 0 and Admin 0 or Broker 0 or Advocate 0
Forseti	Survival (Low Gravity) 1 and Survival (Desert) 1 or Survival (Mountains) 1

Winston Subsector

World	Background Skills
Winston	Survival (Cold) 1 and Language (Afrikaans, English, Zulu, Xhosa, or German) 1
Gehenna	Suit 0 and Admin 0 or Broker 0 or Advocate 0

Peel Subsector

World	Background Skills
Laylah	Survival (Cold) 1 and Gun Combat 0
New Perth	Survival (Desert) 1 or Animals (Any) 1
Peel	Survival 0
Neachdain	Survival 0
Alverca	Melee 0 and Survival 0 and Language (Spanish, German, or English) 1
Rocroi	Survival 0
Ariel	Language (Arabic or Hebrew) 1 and Survival 0

Dade Subsector

World	Background Skills
Dashwood	Survival 0 and Advocate 0
Arnemuiden	Survival (High Pressure) 1 and Survival (Ocean) 1
Osiris	Survival 0 and Advocate 0
Dade	Survival (Low Gravity) 1 and Survival (Low Pressure) 1 and Suit 0
Sarawak	Survival (Low Gravity) 1 and Advocate 0

Sequoyah Subsector

World	Background Skills
Bowemiwak	Survival 0
Chriseda	Advocate 0 and Survival 0
Tukaroi	Survival (Freefall) 1 and Suit 0
Fiume	Survival (Cold) 1
Boone	Admin 0 or Carouse 0
Amadioha	Survival (Low Gravity) 1 and Art 0
Gansagi	Survival 0
Selu	Suit 0
Dukagjin	Survival (Freefall) 1 and Suit 0
Torarentsacorsus	Survival 0
Galawdewos	Survival (High Pressure) 1 and Survival (Heat) 1 and Suit 0
Sequoyah	Language (Cherokee or English) 1 and Survival 0
Fimbulvetr	Language (Norwegian or Swedish) 1 and Survival (Low Gravity) 1
Thorpe	Survival (High Pressure) 1
Catoosa	Survival (Low Gravity) 1 and Suit 0
Tamaqua	Survival 0
Penn	Survival 0
Kosi	Survival 0 and Suit 0
Harrison	Survival 0

Hub Subsector

World	Background Skills
Totaro	Language 0
Kingston	Survival (High Pressure) 1 and Science (History) 1 and mindcomp installed at birth
Viteges	Survival (Low Gravity) 1 and Survival (Cold) 1
Sheba	Survival 0
Reuschle	Language 0
Hottinger	Admin 0
Wilhelmveldt	Admin 0 or Carouse 0 or Streetwise 0
Donar	Admin 0 or Carouse 0 or Streetwise 0
Hub	Admin 0 or Carouse 0 or Streetwise 0
Wellington	Survival (Low Gravity) 1 and Survival (Cold) 1
Sophronius	Gun Combat 0 and Survival 0
Sigewif	Survival (Low Gravity) 1 and Survival (Low Pressure) 1 and Suit 0
Erlik	Survival 0
Tulrakh	Drive (Wheeled) 1 and Survival 0
Ararat	Survival (High Pressure) 1
Nasnas	Survival (Desert) 1 and Survival (Low Gravity) 1
Maximon	Survival 0
Kohlisch	Survival (Freefall) 1 and Survival (Low Pressure) 1 and Survival (Barren) 1 and Suit 0
Hotei	Survival (Cold) 1 and Survival (High Pressure) 1 and Suit 0

Cascadia Subsector

World	Background Skills
Megara	Survival (High Pressure) 1 and Language 0
Nyahururu	Survival (Desert) 1 and Survival (Heat) 1 and Advocate 0
Fairfax	+1 EDU and Survival (High Pressure) 1
Monroe	Suit 0 and Admin 0 or Carouse 0 or Streetwise 0
Catalunya	Survival (High Pressure) 1
Roskilde	Survival (High Pressure) 1 and Suit 0
Hendershot	Language (Spanish or English) and Survival 0 and Gun Combat 0
Slaren	Animals (Farming) 1 or Admin 1 or Trade (Brewing) 1
Gagnon	Admin 0 or Art 0 or Carouse 0
Chance	Suit 0 and Admin 0 or Gambler 0 or Streetwise 0
Campbell	Survival (Cold) 1
Kyiv	Language (Russian or Ukrainian) 1 and Admin 0
Dimme	Survival (High Pressure) 1
Joseon	Survival (Cold) 1
Antryl	+1 END and Survival (Low Gravity) 1 and Survival (Heat) 1
Cascadia	Admin 0 or Advocate 0 or Carouse 0 or Streetwise 0
Tlix	Survival 0
Marlowe	Survival (Freefall) 1 and Suit 0 and Admin 0 or Advocate 0
Talca	Survival 0
Yangon	Survival (High Pressure) 1 and Survival (Heat) 1

Dawn Subsector

World	Background Skills
Dawn	Survival (Heat) 1 and Admin 0 or Advocate 0 or Carouse 0 or Streetwise 0
Argos Prime	Survival 0 and Seafarer (Canoe or Motorboats) 1
Tranquility	Survival (Low Gravity) 1 and Survival (Low Pressure) 1 and Suit 0
Bicocca	Survival (Low Gravity) 0

Primary Language

The next step is to determine the primary language of the character. This is the language which the character is assumed to speak fluently and will not need to ever roll a skill check while using during the game. Players should choose which language they speak from the following tables according to their planet of origin. Where more than one language is listed, the most common language is listed first. Other languages spoken in that system are listed in order of their commonality.

Clement Sector was settled by people from a myriad of Earth cultures. As such, there is no single language which unites the sector, though there are many who are multi-lingual. While it is true that language programs have been installed in starship computers and almost all citizens will have a handcomp or a mindcomp to alleviate some of the confusion that this lack of a "lingua franca" can cause, most within the sector are far more comfortable using the language they have used through most of their lives.

Of course, it is entirely possible for other languages to be found on those worlds and players wishing to have their characters speak a language not included on the chart for their homeworld should be allowed to choose that language. Players should feel free to let their imaginations override the tables if they have a character concept which includes a language not listed.

Handcomps have software which can use the device's voice feature to speak the translation to the owner of the device through an earpiece or aloud through a speaker. Most handcomps have a feature allowing a holographic projection which emits from the device. This can provide a translation to be read by the owner. Once handcomps reach TL11, they generally become the size of a ring and only the earpiece or holographic option is a truly viable alternative.

Mindcomps have software which can translate the language directly to the person using the device. In TL11 software, this will often take the form of projecting the translation to user in the form of a heads-up display which only the user can see. In TL12 software, the device can send the translation directly into the mind of the user providing an almost seamless translation.

Starship computers will have translation software in the basic library package. This can provide translations of incoming messages. Those using holographic avatars can have those programs installed with language translation software as well to provide a "holographic translator" for most languages. For the purposes of translation rolls, the basic library software should be treated as having a skill level of 3 in Language.

To translate spoken language: Language, Average (+0), 1-6 seconds

If using a translation program, use the skill level of the program rather than the skill level of the user. Translation programs for handcomps and mindcomps can be found on p.338.

Superior Subsector

World	Common Languages
Brunson	English
Superior	English, Hindi
Tupolev	English, Russian

Franklin Subsector

World	Common Languages
Chennai	Hindi, English
Hiallt	French, German, Danish, Swedish
Tal'Kalares	English, French
Vasynov	Russian
Serapis	English, Kurdish, Arabic
Atargatis	Arabic, English
Etxarte	Basque, Spanish, French
Era	English, French, Latin, Greek, Spanish
Moffett	English, Spanish
Karnataka	Kannada, Urdu
Minerva	English, Spanish
Sigyn	Norwegian, Icelandic, Swedish
Franklin	English, Russian
Cybele	English, German
Dagda	Gaelic, English
Mictlan	Spanish, Mixtec, Zapotec
Nyx	English, Hindi
Avicenna	English, French, Greek
Nolan	English, Pashto
Bastiat	English, Spanish, French
Forseti	Dutch, German

Winston Subsector

World	Common Languages
Winston	Afrikaans, English, Zulu, Xhosa, German
Gehenna	English, Spanish, French

Peel Subsector

World	Common Languages
Laylah	English, Spanish
New Perth	English
Peel	English, French
Neachdain	English, Russian, Spanish, French
Alverca	Portuguese
Rocroi	French
Ariel	Hebrew, Arabic

Dade Subsector

World	Common Languages
Dashwood	English
Arnemuiden	Dutch, English
Osiris	English
Dade	English, Spanish
Sarawak	Malay, English

Sequoyah Subsector

World	Common Languages
Bowemiwak	English, Spanish
Chriseda	English, Japanese, Spanish
Tukaroi	Bengali
Fiume	Italian, Croatian, Slovene
Boone	English, Spanish
Amadioha	Igbo, English, Hausa
Gansagi	English
Selu	English, Russian
Dukagjin	Albanian
Torarentsacorsus	English, French
Galawdewos	Amharic, Somali
Sequoyah	Cherokee, English
Fimbulvetr	Norwegian, Swedish, Danish
Thorpe	English, French
Catoosa	English
Tamaqua	English, French, Catawban
Penn	English
Kosi	Hindi
Harrison	English

Hub Subsector

World	Common Languages
Totaro	Japanese
Kingston	English, German, French
Viteges	French
Sheba	English, French
Reuschle	German, English, Japanese
Hottinger	German, French, Italian
Wilhelmveldt	German
Donar	English, German
Hub	German, English
Wellington	English, German
Sophronius	English, Spanish
Sigewif	German
Erlik	Mongolian, Russian
Tulrakh	Serer, Wolof, French
Ararat	Turkish, Arabic, English
Nasnas	Arabic
Maximon	Spanish, Kriol
Kohlisch	German
Hotei	Japanese

Cascadia Subsector

World	Common Languages
Megara	Greek, English
Nyahururu	Swahili, English, German
Fairfax	English, Spanish
Monroe	English, Spanish, Arabic, German
Catalunya	Catalan, Spanish
Roskilde	Danish, Norwegian, Finnish, German
Hendershot	English, Spanish, Fijian
Slaren	English, German
Gagnon	English, French
Chance	English, Spanish, German, Italian, Russian
Campbell	English, Italian, German
Kyiv	Ukrainian, Russian
Dimme	English
Joseon	Korean
Antryl	English, Persian, Azerbaijani, Italian
Cascadia	English, Spanish, German, French
Tlix	English
Marlowe	English
Talca	Spanish
Yangon	Burmese, English

Dawn Subsector

World	Common Languages
Dawn	English
Argos Prime	Greek, Slovak
Tranquility	English
Bicocca	Lombard, Italian

Parents

The first step is to determine what sort of parentage that the character had. While most of those born in Clement Sector and Earth Sector were conceived through a sexual union of a male and female, this is not always the case particularly as the tech level increases from 8 onwards to 13.

For instance, in some cases, the biological father may be a sperm donor who has little to no contact with the birth mother. In other cases, the parents may be of the same sex with either a sperm donor or an artificial womb to bring about the child. Children may be adopted into any number of family types. The child may grow up with two doting parents who are involved in their child's lives. On the other hand, the child may endure one or more parents which are cold and distant. Parents may be abusive. Parents may be absent by choice or by necessity. Children may have to experience the divorce of their parents or the death of one or more of their parents.

In short, there are a great many factors which may be involved in a child's parentage. The first step in this process is to determine your character's parentage situation. Consult the table (p.183).

D100	Human Birth Situation
30 or less	The child has been born to a communal group. Roll a d6. On a result of 1-3, the child has been born to a polyamorous group which has gathered by choice as a unit. In this case, the child will have had one natural father and one birth mother but will have 1d6-1 (minimum 1) fathers in the home and 1d6+1 (minimum 1) mothers in the home. On a result of 4-6, the child has been born to a heterosexual couple which is part of a communal child rearing group such as a commune or a kibbutz. The children will be raised by the collective group as their parents.
31-40	Same sex couple. The child has been born to a same sex couple. Roll a d6. On an odd result, the parents are both male. On an even result, the parents are both female. In the case of two male parents, roll a d6. On a result of 1-3, there was no birth mother rather an artificial womb was used. On a roll of 4-5, the birth mother was a surrogate who was a friend of the couple. On a roll of 6, the birth mother was a surrogate who was hired for this purpose. In the case of two female parents, roll a d6. On a result of 1, an artificial womb was used. On a result of 2-5, the birth mother was artificially inseminated at a clinic by an anonymous sperm donor. On a result of 6, the sperm donor was a male friend of the couple.
41+	Heterosexual couple. Child has been born to a heterosexual couple. Roll 2d6 to determine if the couple is married. On a roll of 7+, the couple is married. On a roll of 4-6, the pair are in a relationship but not married. On a roll of 2-3, the couple was together at the time of conception but are no longer a couple. In this last instance, roll a d6. On a result of 2-6, the child is in the care of the mother. On a result of 1, the child is in the care of the father.

There are possible modifiers to this roll determined by the nation or world the character was born.
Modifiers for Clement Sector:
Add 10 to the roll If born on Megara, Nyahururu, or Hendershot.
Add 20 to the roll if born on Harrison.
Add 30 to the roll if born on Antryl, Yangon, Hiallt, Sigyn, Franklin, Nyx, Kingston, Sheba, Amadioha, Arnemuiden, Osiris, Brunson, Laylah, Peel, Alverca, or Tranquility.
Subtract 20 if born on Vasynov or Penn,
If born on Kyiv, Erlik, Galawdewos, Sarawak, or Superior, then heterosexual couple will be the only result possible.
If born on Serapis, roll a d6. On an odd result, the child is born to a communal group. On an even result, the child is born to a heterosexual couple.
If born on Dagda, Mictlan, or Fiume the result is always a communal group.

Parents' Age

It is at this point that you should consider the age of the parents at the time of the character's birth. With aging technology in place and most characters being born into a TL10-12 society, humans can procreate at a much later age than those of previous years. To determine the age of the parents, use the Parental Age table. Use the Tech Level of the character's birth to determine which column to use. Roll for each parent.

TL10	TL11	TL12
15 x 1d10	(23 x 1d10) -6	(28 x 1d10) - 12

If the roll on the 1d10 is 1, note that this means that the character was the first child born to the parents. If the roll on the 1d10 is 10, note that this means that the character was the final child

born to the parents. Make a note of this as it will become important when determining if the character has any siblings and whether those siblings are older or younger than the character.

Quirks and Relationships

Once each of the parents have been determined, roll for each on the NPC Quirks Table (p.520). The personality aspects and traits determined on that chart will influence the continuing relationship with the parent. To determine how the relationship has progressed over the years, consult the Relationship Rating section on p.525.

Siblings

There is a strong chance that characters will have siblings. For those that were born to a couple, roll 1d6-2. This will determine the number of siblings that the character has (minimum result of 0). For those born in a communal situation, roll 2d6 to determine the number of siblings.

In order to determine if the sibling is a brother or sister, roll a d6. On an odd result, the sibling is male. On an even result, the sibling is female.

Siblings will either be younger or older than the character and, in some instances, be part of a pair of twins, triplets, or similar. To determine how much older or younger the sibling is, roll on the age table. If you have already determined that the character is the firstborn child, re-roll any result which would make the sibling older than the character. Similarly, if you have already determined that the character is the final child, re-roll any result which makes the sibling younger than the character.

Always compare the result to the age of the parents at that point. If one of the parents will have been less than 16 years of age when the child will have been born, then reduce the age difference to account for this. For instance, if a sibling is to be 12 years older than the character but being this much older will mean that either parent would have to be less than 16 years old, adjust the difference to make the sibling born when the parent was 16.

2d6	Sibling Age
2	Sadly, this sibling died at childbirth.
3	The sibling is possibly substantially younger than the character. Roll 3d10. The result is how much younger than the character that the sibling is.
4	The sibling is younger than the character. Roll 2d6 to determine how much younger.
5-9	Roll a d6. On an even roll, the sibling is 1d6 years younger than the character. On an odd result, the sibling is 1d6 years older than the character.
10	The sibling is older than the character. Roll 2d6 to determine how much older.
11	The sibling is possibly substantially older than the character. Roll 3d10. The result is how much older than the character that the sibling is.
12	The sibling is a twin. If this is the second sibling to get this result, the character and the two siblings are triplets. A third result will mean quadruplets, etc.

Quirks and Relationships

Once each of the siblings has been determined, roll for each on the Quirks Table (p.519). The personality aspects and traits determined on that chart will influence the continuing relationship with the sibling. To determine how the relationship has progressed over the years, use the Relationship Rating section on p.525.

Grandparents, Uncles, and Aunts

Grandparents can be determined by repeating the birth situation (p.183) for each of the character's parents. Simply repeat the process of determining the character's parent's parents and siblings. Each of these will now be the character's grandparents, aunts, and uncles.

Further this process can then be repeated to determine great-grandparents and further ancestors. One can go back as far as one wishes though one should keep in mind the history of Clement Sector, Earth Sector, and when certain dates might affect the tech level and even (assuming you go back far enough) the discovery of life extending technology and colonization of other worlds.

Quirks and Relationships

Remember that once each of these other relatives has been created, roll for each on the Quirks Table (p.520). The personality aspects and traits determined on that chart will influence the continuing relationship with the relative. To determine how the relationship has progressed over the years, use the Relationship Rating section on p.525.

Cousins

Cousins can be detailed by determining the number of children each of the aunts and uncles has had. Roll for each aunt and uncle with an apparent age of less than 50. You should have determined the age of the aunts and uncles in the earlier step. You can compare their age, by tech level, with the aging chart on page 183.

Roll 1d6-2 (minimum zero). This will be the number of children that each aunt and uncle has had and, thus, the number of cousins possessed by the character. Roll for each cousin to determine their birth sex. On an odd result, the sibling is male. On an even result, the sibling is female.

Quirks and Relationships

Remember that once each of these cousins has been created, roll for each on the Quirks Table (p.520). The personality aspects and traits determined on that chart will influence the continuing

relationship with the cousin. To determine how the relationship has progressed over the years, use the Relationship Rating section on p.525.

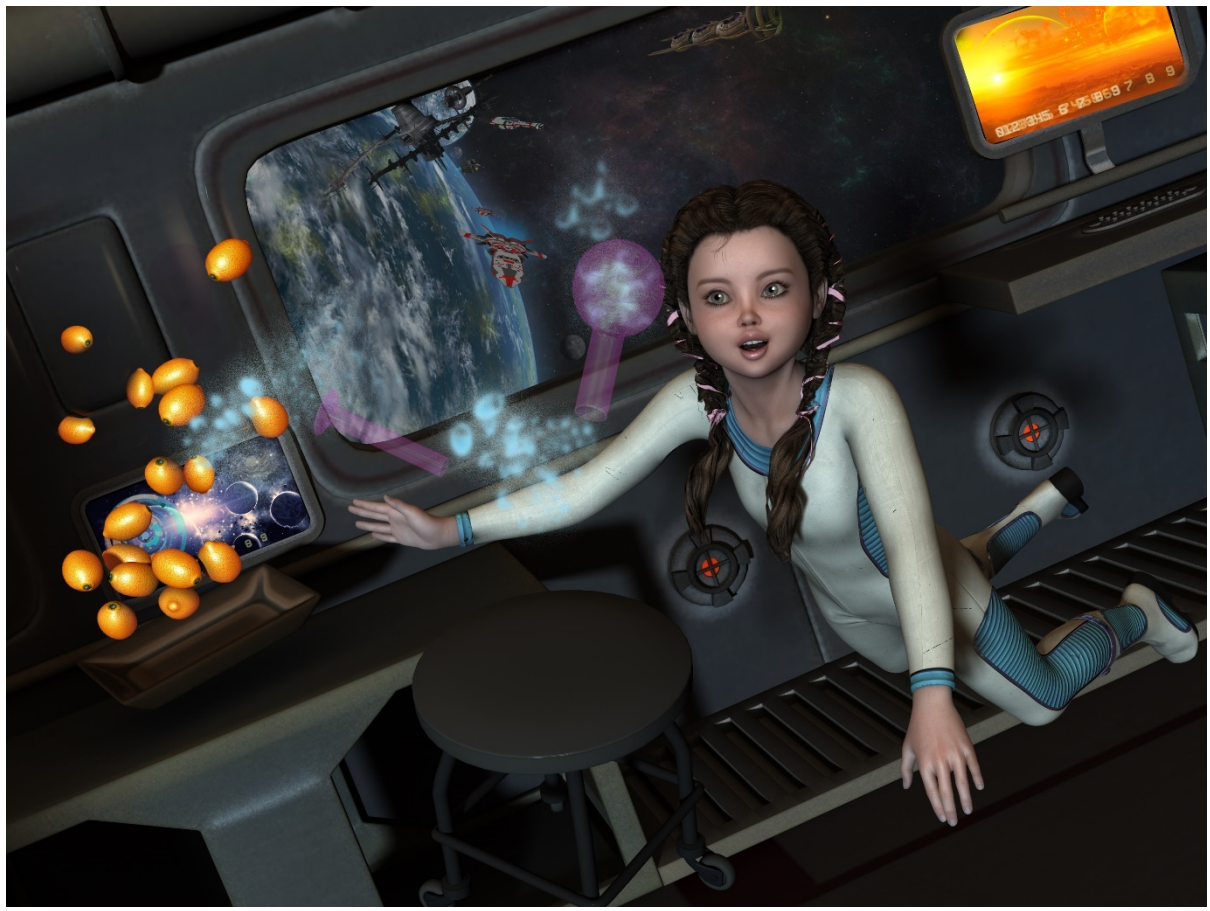
Youth Events

Players should now determine what has occurred to their character during their youth. Players can either create this background independently or they can randomly determine it using the table provided.

Players should roll on the Youth Events table (p.187) to randomly determine their childhood background. Players should be asked to roll on the table, consult the chart and follow the instructions provided. This first roll will determine an important occurrence for the character during the ages of 4 and 8.

Once this first roll on the chart has been resolved, the player should roll on the chart again. This second roll will determine an important event in the character's life during the ages of 9-12.

Alternatively, some Referees may allow their players to choose an event rather than roll it randomly. This is entirely the choice of the Referee.



D66	Events
11	Your parents have been killed in a serious accident. You have been orphaned and you have been sent to an orphanage or other care home. Lose 1d3 from EDU.
12	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END.
13	You are abused and beaten by a member of your extended family (aunt, uncle, cousin, grandparent, etc.) The abuse is so severe that the authorities are called in and the abuser is imprisoned. Gain an Enemy.
14	A military conflict breaks out on your homeworld. Unfortunately, not even children are spared the effects of the battles. Roll a d6. 1 You have become severely injured during a battle. Roll twice on the Injury chart (p.136). 2-3 You have become injured during a battle. Roll once on the Injury chart (p.136) 4-5 You are forced to become a member of one of the fighting forces. Gain Gun Combat 0. 6 You have become a proficient member of one of the fighting forces. Gain Gun Combat (Any) 1 and gain a level in Stealth.
15	You have been exposed to a dangerous atmosphere. Lose 1d3 END.
16	Your family relocates to the nearest A-class port to your original homeworld. If there are equidistant ports, it is your choice. If your homeworld is Earth or in Earth Sector, this means your family has relocated to your choice of worlds in Clement Sector. You gain the background skills of your new world as listed in the chart (see page 172). If your Primary Language is not spoken here, gain Language 1 with a specialty of the first language listed for your new homeworld.
21	You have become involved as a runner, spotter, or other apprentice in illegal activities in your area. Make a Streetwise or Deception (Any) check (Routine). If you succeed, gain a level in Streetwise. If you fail, you have been sent to a juvenile home for this period of your life. Lose 1d3 from EDU.
22	You are taught to ride a mount. Gain Animals (Riding).
23	You have become emotionally attached to an inanimate object (such as a stuffed animal, favorite blanket, etc.). This object remains in your possession and is still extremely important to you. Decide what this object is and make an integral part of your character.
24	Your family or education system ensures that you remain physically fit by forcing you to exercise. Increase your STR, DEX or END by one or gain Athletics (any) at level 1.
25	You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines, vehicles, or computers. Gain your choice of Electronics (Any) or Mechanic 1.
26	Your family becomes involved deeply with a local religion. Choose an existing real-world religion, one of the religions listed in Clement Sector (p.634) or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1.
31-36	Youth Life Event. Roll on Youth Life Events on p. 189.
41-46	You have had a relatively calm and peaceful childhood experience for these years. No major events occur.

51	While on a trip to an unfamiliar setting on your homeworld, you become lost. After hours of wandering, you find your way back to your family and friends. Gain your choice of Navigation 0, Streetwise 0, or Survival 0.
52	During your free time, you delve deeply into subjects more advanced than many other children would attempt. Gain Science 0.
53	You and your family's pet have become inseparable. Your love of animals is born. Gain Animals 0.
54	Your parents allow you to occasionally drive a ground vehicle in the vicinity of your home and under their supervision. Gain Drive 0.
55	You have become active in local youth sports. Gain Athletics 0.
56	You are a very outgoing child. Gain +1 to your CHA.
61	You have excelled in your education. Add 1d3 to your EDU score.
62	You are seen as an arts prodigy. Gain a level in Arts (Any) and increase your CHA by 1.
63	Your parents have decided to relocate to an established world on the frontier. If you are already from a frontier world, this is simply a move to another frontier world. Roll on the Frontier Subsector of Origin Chart (p. 167) and then the Homeworld Chart (p.168). Gain the Background Skills for your new homeworld. If your Primary Language is not spoken here, gain Language 1 with a specialty of the first language listed for your new homeworld.
64	Your parents take you on a vacation to another world near yours. While there, you have become enamored of an aspect of that world's culture and you continue studying it even after your return home. Find your homeworld on a map of Clement Sector and choose a system within four parsecs of yours. Gain a level of Language with any of that world's primary languages (if it is different than your own) or gain one of the world's background skills.
65	Your parents have decided to become colonists on a new world. Consult a map of Clement Sector. Choose an unsettled system. This is now your new home. If the main world's atmosphere and hydrographics are 4,6 or 8, then gain Survival (Any) 1. If the atmosphere is 4,6 or 8 and the hydrographics is less than 2, gain Survival (Desert) 1. In any other case, gain Suit 0. When you complete your Youth and Teenage Events, your first career must be Colonist (see p.214).
66	You have been chosen to become part of a government program designed to create advanced warriors for the system's military. Gain your choice of any three of the following skills at level 1: Explosives, Gunner (Any), Gun Combat (Any), Heavy Weapons (Any), Leadership, Melee (Any), Navigation, Recon, Stealth, Survival (Any), or Tactics (Military or Naval). Skip the Teenage years section of character generation and directly enter a career in System Defense Forces (Navy – p.274, Troopers – p.279, Wet Navy = p.285).

Youth Life Events

D6	Events
1	You have suffered a childhood illness or physical trauma. Roll on the Injury Table (p.136)
2	Someone close to you has died. This affects you deeply. Lose a Contact or Ally.
3-4	You have gained a new friend. Gain a Contact.
5	An older person takes an interest in your life. Gain an Ally.
6	Something wonderful has happened to you and it fills you with confidence. Gain +2 CHA. If you have been orphaned in another event, rolling this result means that you have been adopted by a new family.

Teenage Events

Players should now determine what has occurred to their character during their teenage years. Players can either create this background independently or they can randomly determine it using the table provided.

Players should roll on Teenage Events to randomly determine their teenage background. Players should be asked to roll on the table, consult the chart and follow the instructions provided. This first roll will determine an important occurrence for the character during the ages of 13 and 15.

Once this first roll on the chart has been resolved, the player should roll on the chart again. This second roll will determine an important event in the character's life during the ages of 16 and 18.

Alternatively, some Referees may allow their players to choose an event rather than roll it randomly. This is entirely the choice of the Referee.

D66	Events
11	Your parents have been killed in a serious accident. If this is your first roll on this table, you have been orphaned and you have been sent to an orphanage or other care home. Lose 1d3 from EDU. If this is your second roll on this table, gain Streetwise 0. You must now enter the Vagabond career (see p. 290).
12	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END.
13	You are abused and beaten by a member of your extended family (aunt, uncle, cousin, grandparent, etc.) The abuse is so severe that the authorities are called in and the abuser is imprisoned. Gain an Enemy.

14 A military conflict breaks out on your homeworld. Unfortunately, not even teenagers are spared the effects of the battles. Roll a d6. If the result on the table is a 6, your first career following your teenage years must be System Defense Forces (Troopers) (see p. 279).

1	You have become severely injured during a battle. Roll twice on the Injury chart (p.136).
2-3	You have become injured during a battle. Roll once on the Injury chart (p.136)
4-5	You are forced to become a member of one of the fighting forces. Gain Gun Combat 0.
6	You have become a proficient member of one of the fighting forces. Gain Gun Combat (Any) 1 and gain a level in Stealth.

15 You have decided to run away from home. You have stowed away on a passenger ship which has left your homeworld. Consult a map of Clement Sector and find a new world within three parsecs of your original homeworld. You may now take the background skills for that world. In addition, take Streetwise 0. At this point, you must begin the Vagabond career (see p. 290). If this is your first roll on this table, you will not take your second roll.

16 You have become anti-social and sullen. Lose 1d3 from your CHA.

21 You have become involved as a runner, spotter, or other apprentice in illegal activities in your area. Make a Streetwise or Deception (Any) check (Routine). If you succeed, gain a level in Streetwise. If you fail, roll 1d6. On a roll of 1, your crime is thought to be so heinous that you are sent to an adult prison. You will spend this period in prison. Enter the Prisoner career (p.260) for one term. Otherwise, you lose -2 EDU while being forced to stay at a juvenile home.

22 Your family or education system ensures that you remain physically fit by forcing you to exercise. Increase your STR, DEX or END by one or gain Athletics (Any) at level 1.

23 Your family relocates to a new world. If your original homeworld is in Clement Sector, your new home is the nearest A-class port to your original homeworld. If there are equidistant ports, it is your choice. If your homeworld is Earth, this means your family has relocated to your choice of any of the established worlds in Clement Sector. You gain the background skills of your new world as listed in the chart (see page 172). If your Primary Language is not spoken here, gain Language 1 with a specialty of the first language listed for your new homeworld.

24 You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines, vehicles, or computers. Gain your choice of Electronics (Any) 1 or Mechanic 1.

25 You are taught to ride a mount. Gain Animals (Riding) 1.

26 Your family becomes involved deeply with a local religion. Choose an existing real-world religion, one of the religions listed in Clement Sector (p.634) or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1. If you are already involved in a religion by getting this result previously, this reflects a change in your religion.

31-36 Teenager Life Event. Roll Table 6A: Teenager Life Events on p.193

41 You have become involved with a group of elite computer hackers. Gain Electronics (Computers) 1. In addition, roll 1d6:

1 You attempt to hack into a government or private sector database. You are caught and are imprisoned for this period. Enter the Prisoner career (p.260) for one term.

2-3 Despite your skill, you are still seen as a bit of an outsider. The group likes you, but you are not seen as one of their own and not included in serious hacks. Gain the group as a Contact.

4-5 You are an integral member of the group. Gain an additional level in Electronics (Computers) and the hacker group as an Ally.

6 As 4-5, but you have also taken part in a large-scale hacking heist which has netted you a large amount of cash. Gain 1d6 X 100,000 credits. However, you are now wanted on your homeworld and cannot return.

42 You have a lot of fun in your teenage years! Gain one level in Carouse and +1d3 in CHA. In addition, roll 1d6. On a result of 1, you have also gained an addiction to alcohol or a drug (Player's choice, see p.487 for additional ideas) which will haunt you for years to come.

43 During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheeled or Tracked), Flyer (Grav), or Seafarer (Sail or Motorboats).

44 You have become involved with a gambling circle in your neighborhood. Gain Gambler 1, Persuade 1, or Deception (Disguise) 1.

45 During your free time, you delve deeply into subjects more advanced than many other teenagers would attempt. Gain Science 0.

46 You have become heavily involved in gaming. This can either be part of a tabletop hobby, a shared worldnet experience or in a hologame or holonovel. Gain your choice of Art (Acting, Holography, or Writing) 1, Carouse 1, Electronics (Computers) 1, or Tactics (Military or Naval) 1.

51 You and your family's pet have become inseparable. Your love of animals is born. Gain Animals 0. It is also likely that you will continue to have a similar pet later in life. If the pet has been treated against aging, it may even still be the same pet.

52 Your parents feel it is necessary for you to be able to defend yourself. Gain your choice of Gun Combat 0 or Melee 0.

53 Your parents or educational system have noted your interest in flying vehicles. They sign you up for piloting lessons. Gain a level in your choice of Flyer (Grav, Rotor, or Wing) or Pilot (Small Craft).

54 Your parents have gained a financial windfall. Add 2000 credits to your character.

55 You have joined a band. Gain a level in Art (Instrument). Roll 1d6.

1 The experience is a disaster. One of the other members of the band blames you for the bad experience. Gain a Rival.

2-3 The band is horrible, but it is a fantastic way to pass the time and have fun with your friends. Gain the other three members of your band as Contacts.

4-5 The band achieves some limited local success. People of your age group from your homeworld will often remember the band from their youth. Gain +2 CHA and the other three members of your band as Allies.

6 The band is a rousing success. The band gets interstellar notice and systems within a six-parsec range of your homeworld will likely know of the band. Gain 1d3+1 CHA. In addition, gain a +2 to enter any entertainment-based career.

56 You have obtained a job working inside an office for a family friend. Gain your choice of Admin, Advocate (Legal), Broker, or Electronics (Communications or Computers) at level 1.

61 Your parents have decided to relocate to an established world on the frontier. If you are already from a frontier world, this is simply a move to another frontier world. Roll on the Frontier Subsector of Origin Chart (p. 167) and then the Homeworld Chart (p.168). Gain the Background Skills for your new homeworld. If your Primary Language is not spoken here, gain Language 1 with a specialty of the first language listed for your new homeworld.

62 Your parents take you on a vacation to another world near yours. While there, you have become enamored of an aspect of that world's culture and you continue studying it even after your return home. Find your homeworld on a map of Clement Sector and choose a system within four parsecs of yours. Gain a level of Language with any of that world's primary languages (if it is different than your own) or gain one of the world's background skills.

63 You have become involved in local sports either with your educational institution or among an organized league. Gain a level in Athletics (Any). Roll 1d6.

1	You try hard but you are most often a bench warmer. You have few fond memories of the experience.
2-3	You and your team were mediocre. Despite this, you learned how to work within a group and made some friends. Gain 1d3 Contacts among your former teammates.
4-5	You and your team were better than average. You won a few accolades, and you remember the experience fondly. You likely have a few souvenirs of your time. Gain 1d6 Contacts.
6	Your team won the league championships, and you are touted as the major reason for this victory. Gain another level in Athletics (Any), +2 CHA and a +2 to enter the Sports career (see p. 265)

64 Your parents have decided to become colonists on a new world. Consult a map of Clement Sector or its surrounding subsectors. Choose an unsettled system. This is now your new home. If the main world's atmosphere and hydrographics are 4,6 or 8, then gain Survival (Any) 1. If the atmosphere is 4,6 or 8 and the hydrographics is less than 2, gain Survival (Desert) 1. In any other case, gain Suit 0. When you complete your Teenage Events, your first career must be Colonist (see p.214).

65 You are seen as an arts prodigy. Gain a level in Art (Any).

66 You have greatly excelled in your studies. Gain +1d3 EDU to a maximum of 14. If this result takes your EDU score above 10, then you have moved on to college. You must enter the College phase (see p. 193). If this is your first roll on this table and you have moved on to college, you will not take your second roll.

Teenage Life Events

D6	Event
1	You have suffered an injury. Roll on the Injury Table (p. 136)
2	There has been a death among your family or friends. Choose a family member or friend to have died. This will have affected you greatly. If you have an Ally or Contact, choose the deceased from that group.
3	You have had a relationship end badly. This may be a romantic relationship or a close friendship. Lose one Contact or Ally.
4	You have made a new friend. Gain one Contact.
5	You have had an improvement to a relationship. An acquaintance has become a friend, a friend has become a close friend, you have gained a romantic relationship, or a romantic relationship has become a marriage. If you have no Contacts, then you will gain one Contact. If you currently have Enemies, one of those is now a Rival. If you have Rivals, one of those is now a Contact. If you have Contacts, one of those is now an Ally.
6	Something wonderful has occurred. You have come into some extra money, you have completed a life goal, or a wonderful new person has entered your life. Gain your choice of +2 CHA, a new Ally, a boon of 100,000 credits or upgrade a relationship as in Option 5.

College Years

For those who attend a college or university, it is often a major event in their lives which will affect them for years to come. Players should now determine what has occurred to their character during their college years. Players can either create this background independently or they can randomly determine it using the table provided.

Players should first determine if they will be accepted into a college or university. Unless a roll on a previous life period table says otherwise, one does not have to attempt to enter college after finishing the Teenage Life Period. College can be entered at any stage in a character's life after they have reached the age of 18 (unless otherwise determined in a Life Period roll). Players attending a college should roll on the following table to determine their success:

Undergraduate College	
Admission	EDU 7+
Success	INT 8+
Honors	EDU 10+

Those who fail to be admitted to a university should then pursue another career. Admittance can be reattempted following at least one term in another career.

If a character is admitted, then the character should roll to determine if the character's time in college was a success. If the character achieves success, then they should increase their EDU to 10 and add four years to their age. If it was already higher than 10, the character should increase their EDU by 1. The character may now take Advocate (Any), Animals (Veterinary, Training, or Farming),

Art (Any), Broker, Chef, Diplomat, Electronics (Any), Engineer (Any), Etiquette, Instruction, Investigate, Language, Mechanic, Pilot (Any), Science (Any), or Trade (Any) at level 2. The character may also choose any other skill at level 1. The player should then roll on the Collegiate Events table to determine events affecting the character during this period.

If the character fails their success roll, the character gains may take Advocate (Any), Animals (Veterinary, Training, or Farming), Art (Any), Broker, Chef, Diplomat, Electronics (Any), Engineer (Any), Etiquette, Instruction, Investigate, Language, Mechanic, Pilot (Any), Science (Any), or Trade (Any) at level 0. Add 1d3 years to the character's age and continue with character generation.

A roll should then be made to see if the character achieved Honors. If this roll is a success, the character should gain +1d3 EDU to a maximum of 14. They may also increase the skill which was chosen above at level 2 to level 3. The character may then either increase the level 1 skill chosen earlier to level 2 or choose a new skill at level 1.

Those who achieved Success in their collegiate career should now roll once on the College Events table. Follow the event instruction. You may continue to graduate school or medical school, enter a career, or even simply stop character generation at this phase and enter the game.

Those wishing to attend a graduate school should roll on one of the following table:

Graduate School

Admission	INT 8+
Success	EDU 8+
Honors	INT 10+

Those who succeed in their Admission roll to Graduate School should then roll to determine if their time there was a success. If it was a success, add three years to the character's age and take Advocate (Any), Animals (Veterinary, Training, or Farming), Art (Any), Broker, Chef, Diplomat, Electronics (Any), Engineer (Any), Etiquette, Instruction, Investigate, Language, Mechanic, Pilot (Any), Science (Any), or Trade (Any) at level 3. The character may also increase any other skill by one level and choose an additional skill to take at level 1.

If the success roll was a failure, add 1d3 to the character's age and continue with character generation. The character may not attempt to re-enter graduate school for eight more years.

A roll should then be made to determine if the character completed the school with honors. If this roll is a success, the character should gain +1d3 EDU to a maximum of 14. They may also increase the skill chosen to be level 3 above to level 4 or they may choose to increase two other skills by one level.

Those wishing to attend medical school should roll on the following table:

Medical School

Admission	INT 8+
Success	EDU 9+
Honors	INT 10+

Those who succeed in their Admission roll to Medical School should then roll to determine if their time there was a success. If it was a success, add four years to the character's age and take Medic (Any) at level 3 and two other Medic specialties at level 2.

If the success roll was a failure, add 1d3 to the character's age and continue with character generation. The character may not attempt to re-enter medical school for eight more years.

A roll should then be made to determine if the character completed the school with honors. If this roll is a success, the character should gain +1d3 EDU to a maximum of 14. They may also increase the skill chosen to be level 3 above to level 4 or they may choose to increase the two skills taken at level 2 to level 3.

Military Academy

Players should first determine if they will be accepted into a military academy. Unlike other universities and colleges, military academies must be entered at some point before the character reaches 30 years of age. As with other colleges and universities, roll first for Admission.

Military Academy	
Admission	EDU 9+
Success	INT 8+
Honors	EDU 10+

Those who fail to be admitted should then pursue another career or educational option.

If a character is admitted, then the character should roll to determine if the character's time in the academy was a success. If the character achieves success, they should increase their EDU to 10 and add four years to their age. If the character's EDU was already higher than 10, the character should increase their EDU by 1. The character may now take Astrogation, Diplomat, Discipline, Drive (Any), Electronics (Any), Engineer (Any), Explosives, Flyer (Any), Gun Combat (Any), Gunner (Any), Heavy Weapons (Any), Instruction, Interrogation (Any), Investigate, Leadership, Mechanic, Melee (Any), Navigation, Pilot (Any), Recon, Science (Any), Seafarer (Any), Stealth, Suit (Any), Survival (Any), Trade (Naval Architect), or Tactics (Any) at level 2. The character may also choose any other skill at level 1. The player should then roll on the Collegiate Events table to determine events affecting the character during this period.

If the character fails their success roll, the character gains may take Astrogation, Diplomat, Discipline, Drive (Any), Electronics (Any), Engineer (Any), Explosives, Flyer (Any), Gun Combat (Any), Gunner (Any), Heavy Weapons (Any), Instruction, Interrogation (Any), Investigate, Leadership, Mechanic, Melee (Any), Navigation, Pilot (Any), Recon, Science (Any), Seafarer (Any), Stealth, Suit (Any), Survival (Any), Trade (Naval Architect), or Tactics (Any) at level 0. Add 1d3 years to the character's age and continue with character generation.

A roll should then be made to see if the character achieved Honors. If this roll is a success, the character should gain +1d3 EDU to a maximum of 14. They may also increase the skill which was chosen above at level 2 to level 3. The character may then either increase the level 1 skill chosen earlier to level 2 or choose a new skill at level 1.

Those who achieved Success in their academy career should now roll once on the College Events table. Follow the event instruction.

Following this, the character must now enter a military career. Those who achieved Success will enter the military career as an Officer at Rank 0. Those who achieved Success and Honors will enter the military career as an Officer at Rank 1. Once in the military career, they must spend a minimum of two terms in that career unless the character fails a Success roll during this period.

D66	Events
11	Your academic performance has been less than exceptional. You have been placed on Academic Probation. Roll EDU 8+. If you succeed, you remain in school, but you lose 1d3 EDU. If you fail, the institution has asked you to leave. If your EDU is higher than 9, it will now be decreased to 9. If you gained Honors in your initial roll, you lose that distinction. You may, however, keep any skills you gained before rolling on this table.
12	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END.
13	You have suffered an attack by a fellow student. The attack is so severe that the authorities are called in and the attacker is imprisoned. Gain an Enemy. Roll a d6. On a result of 1-3, also roll on the Injury table (p.136).
14	A war has broken out on your homeworld. All able-bodied young people have been conscripted to fight. You must leave your educational institution and join your system's defense forces (Troopers - see p. 279). You will be forced to serve 1d3 terms in that service. Once those terms are over, you may choose to return to college. If you do return to college, you will not need to roll to gain admittance.
15	You have become involved with a group of elite computer hackers. Gain Electronics (Computers) 1. In addition, roll 1d6: 1 You attempt to hack into a government or private sector database. You are caught and imprisoned for this period. You will be dismissed from the university. Enter the Prisoner career for one term. 2-3 Despite your skill, you are still seen as a bit of an outsider. The group likes you, but you are not seen as one of their own and not included in serious hacks. Gain the group as a Contact. 4-5 You are an integral member of the group. Gain an additional level in Electronics (Computers) and the hacker group as an Ally. 6 As 4-5, but you have also taken part in a large-scale hacking heist which has netted you a large amount of cash. Gain 1d6 X 100,000 credits. However, you are now wanted on your homeworld and cannot return.
16	You have joined a group of small time on-campus criminals. The criminals specialize in breaking into student dormitories and faculty offices. You are never caught but some of your associates are. Gain a level in Deception (Intrusion) and then roll 1d6. On a roll of 1, the caught associate holds a grudge and becomes an Enemy. On a roll of 2-5, you are largely forgotten by the group. On a roll of 6, one of your group turns their life around and becomes a private detective or law enforcement officer. Gain this person as a Contact.

21	You take an elective class in a subject unrelated to your field of study. You take an immediate interest and excel in the class. Following the end of the class, you continue your study in the subject. Gain a level in one of the following that is not your primary field of study: Animals (Any), Athletics (Any), Art (Any) or Science (Any).
22	A group of your fellow students has become involved in a safari on this world or a nearby frontier world. Roll a Survival (Any) task check at Routine. If you succeed, gain a level in your choice of Gun Combat (Slug Rifle), Navigation, or Survival (Any). If you fail, roll on the Injury table (p.136)
23	You have joined a group which trains future business leaders. Gain one of the following at level 1: Advocate (Any), Broker, Carouse, Diplomat, or Persuade.
24	You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines, vehicles, or computers. Gain your choice of Electronics (Any) 1 or Mechanic 1.
25	You have become interested in weaponry and take a weapons class. Gain a level in Gun Combat (Slug Pistol or Energy Pistol) or Melee (Blade).
26	You have begun to delve deeply with a local religion. Choose an existing real-world religion, one of the religions listed in Clement Sector (p.634) or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1. If you are already involved in a religion by getting this or a similar result previously, this reflects a change in your religion.
31-36	Collegiate Life Event. Roll Table 7A: Collegiate Life Events on p.199.
41	You have a lot of fun in your college years! Gain one level in Carouse. In addition, roll 1d6. On a result of 1, you have also gained an addiction to alcohol or a drug (Player's choice, see Clement Sector p.487 for additional ideas) which will haunt you for years to come.
42	During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheeled or Tracked), Flyer (Grav), or Seafarer (Sail or Motorboats).
43	You take an introductory military class and become involved in the institution's Reserve Officer Training Corps (ROTC). You are given a choice to simply take the introductory class or you may join the full program. If you take the introductory class, you may take any of the following skills at level 0: Athletics, Diplomat, Gun Combat, Leadership, Melee, Navigation, Recon, Social Science, Stealth, Survival or Tactics. If you join the full program, you may take any two of the following at level 1: Athletics (Any), Diplomat, Gun Combat (Any), Leadership, Melee (Unarmed Combat), Navigation, Recon, Science (History or Economics), Stealth, Survival (Any) or Tactics (Any). If you join the full ROTC program, your first career MUST be a military career such a national navy (p.240) or a system defense force (p.274-289). You will begin the military career as an officer at Rank 0. If you are in a military academy when you make this roll, re-roll this result. If your re-roll brings you here again, gain a +2 DM to your first Advancement roll when you enter your career.
44	You have become involved with a gambling circle at your institution. Gain Gambler 1, Persuade 1, or Deception (Lie) 1.
45	You are required by your institution to take a language class. Consult the Language Table (p. 177) for the world of your educational institution. Gain Language at level one in a language of this world that you do not already speak. If you already speak the most common languages of this world, consult a world within three parsecs and take a language common there.

46 You have become heavily involved in gaming. This can either be part of a tabletop hobby, a shared worldnet experience or in a hologame or holonovel. Gain your choice of Art (Performer, Holography or Writing) 1, Carouse 1, Electronics (Computers) 1, Science (Any) 1, or Tactics (Military or Naval) 1.

51 You and your pet have become inseparable. Gain Animals 0. It is also likely that you will continue to have a similar pet later in life. If the pet has been treated against aging, it may even still be the same pet.

52 You take a self-defense class. Gain a level in Melee (Any).

53 The institution offers a flight class. Gain a level in your choice of Flyer (Any) or Pilot (Small Craft).

54 An older student takes interest in you and shows you the inner workings of the university. They have learned how to work around the system to register for classes, get extra food in the commissary, gain access to areas off-limits to the students, or get a mechanic to repair broken down equipment. Gain Carouse 1 and 1d3 Contacts among the university's employees.

55 You have joined a band. Gain a level in Art (Instrument). Roll 1d6.

1	The experience is a disaster. One of the other members of the band blames you for the bad experience. Gain a Rival.
2-3	The band is horrible, but it is a fantastic way to pass the time and have fun with your friends. Gain the other three members of your band as Contacts.
4-5	The band achieves some limited local success. People of your age group from your homeworld will often remember the band from their youth. Gain +2 CHA and the other three members of your band as Allies.
6	The band is a rousing success. The band gets interstellar notice and people met in systems within a six-parsec range of your homeworld will likely know of the band. Gain 1d3+1 CHA. In addition, gain a +2 to enter any entertainment-based career.

56 You have obtained a job working inside an office for a family friend. Gain your choice of Admin, Advocate (Any), Broker, or Electronics (Any) at level 1.

61 You have become part of an exchange program with another educational institution. Consult a map of Clement Sector. If your educational institution is in Clement Sector, the university exchange is with the nearest A-class port. If there are equidistant ports, it is your choice. If your educational institution is Earth, you may choose any of the established worlds in Clement Sector for the location of the university. You gain the background skills of this new world as listed in the chart (see page 172). If your Primary Language is not spoken here, gain Language-1 with a specialty of the first language listed for the university's location.

62 You have taken a first aid class. Gain Medic (First Aid) 1.

63 You have become involved in local sports either with your educational institution or among an organized league. Gain a level in Athletics (Any). Roll 1d6.

1	You try hard but you are most often a bench warmer. You have few fond memories of the experience.

2-3	You and your team were mediocre. Despite this, you learned how to work within a group and made some friends. Gain 1d3 Contacts among your former teammates.
4-5	You and your team were better than average. You won a few accolades, and you remember the experience fondly. You likely have a few souvenirs of your time. Gain 1d6 Contacts.
6	Your team won the league championships, and you are touted as the major reason for this victory. Gain another level in Athletics (Any), +2 CHA and a +2 to enter the Sports career (see p.265)

64	You have become part of a colonization program looking to add college educated persons to a new colony. Once you have completed your collegiate career, consult a map of Clement Sector. Choose an unsettled system. This is now your new home. If the main world's atmosphere and hydrographics are 4,6 or 8, then gain Survival (Any) 1. If the atmosphere is 4,6 or 8 and the hydrographics is less than 2, gain Survival (Desert) 1. In any other case, gain Suit 0. Your first career must be Colonist (see p.214). If you are in a military academy and you get this result, you will be part of a military expedition to this world. If you so choose, you can be released from your military obligation and join this settlement as a Colonist.
65	You are seen as an arts prodigy. Gain a level in Arts (Any) and increase your CHA by 1.
66	You have greatly excelled in your studies. Gain +1d3 EDU to a maximum of 14. If you failed on your Honors roll, this result changes that roll to a success and you will gain the benefits of making that roll. In addition, if you are an undergraduate when you make this roll, you may enter Graduate School or Medical School without having to make an admission roll.

Collegiate Life Events

D6	Event
1	You have suffered an injury. Roll on the Injury Table (p.136)
2	There has been a death among your family or friends. Choose a family member or friend to have died. This will have affected you greatly. If you have an Ally or Contact, choose the deceased from that group.
3	You have had a relationship end badly. This may be a romantic relationship or a close friendship. Lose one Contact or Ally.
4	You have made a new friend. Gain one Contact.
5	You have had an improvement to a relationship. An acquaintance has become a friend, a friend has become a close friend, you have gained a romantic relationship, or a romantic relationship has become a marriage. If you have no Contacts, then you will gain one Contact. If you currently have Enemies, one of those is now a Rival. If you have Rivals, one of those is now a Contact. If you have Contacts, one of those is now an Ally.
6	Something wonderful has occurred. You have come into some extra money, you have a completed a life goal, or a wonderful new person has entered your life. Gain your choice of +2 CHA, a new Ally, a boon of 100,000 credits, or upgrade a relationship as in Option 5.

Career Descriptions

Celebrity

A celebrity is someone who has found fame (and, quite likely, fortune) in their lifetime. People who are celebrities are well-known in at least their home system and possibly the surrounding systems as well. Some will even be recognizable in an entire subsector or even all of Clement Sector.

There are three assignments in the Celebrity career: Actor, Musician, and Star. Actors are those who have become famous making their living in holovids, holonovels, and on the stage. Musicians are those characters who have gained their fame performing music. Stars are those who have become famous for a past or current deed or who have found fame through no real effort of their own.

You can find the Celebrity career on p.209.

Colonist

A colonist is someone who has been part of settling a new world. While Explorers may discover the worlds and determine if they are right for colonization, you are there for the long, hard work of making it a home for humans, altrants, or uplifts. A colonist will likely have settled one of the recently established worlds in Superior, Winston, or Dade Subsectors or beyond into Ariel, Tranquility, or Leonidas Sector or perhaps even a world which hasn't gotten an official name yet in Delmarva Subsector.

There are three assignments in the Colonist career: Settler, Politician, and Commercial. Settlers are those who, for a variety of reasons, have decided to try to make a settlement work. They are often the backbone of the new settlement doing tasks such as farming, construction, and maintenance. Politicians are those who have come to the new settlement for the purpose of becoming a political force on this new world while Commercial is defined by those who have come to the new settlement to establish trade, a business, or even take control of the world economically.

You can find the Colonist career on p.214.

Diplomatic Service

Clement Sector and the surrounding settlements in Tranquility and Ariel Sectors have almost 100 independent governments. Each of those governments communicates with the others in their region through their diplomats. Members of the Diplomatic Service are dedicated to making sure that their government is represented to other governments on their worlds.

There are three assignments in the Diplomatic Service career: Ambassador, Generalist, and Diplomatic Security. Ambassadors are those who are part of the foreign interstellar service of their government and are charged with interacting with other governments. Generalists are those who serve in the support staff of an embassy or consulate on another world. Diplomatic Security are those

who are tasked with protecting that embassy or consulate as well as making criminal investigations of those who work there if necessary.

You can find the Diplomatic Service career on p.218.

Explorer

With all the unexplored areas still within Clement Sector as well as around it, there is always a need for those who are willing to go out in the dark where no one has been or to continue to study those locations which previous explorers have discovered.

There are three assignments within the Explorer career: Survey, Explorer, and Escort. Survey consists of the people who are on the science team surveying new systems and worlds. Explorers are those who go planetside to explore the surface of a planet in person. Escorts are those who travel planetside to provide armed security against not only native animals but possibly pirates or armed settlers who have already claimed the world as their own.

The Explorer career can be found on p.223.

Free Trader

Free Traders are independent shippers of cargo and passengers. These free traders will often move from one world to another, moving people and goods that they pick up at one world and taking these to another world for profit. These free traders are often living on the ragged edge of civilization, making their way as best they can. While most cargo and passengers are moved from location to location by large corporations, there are those who love the challenge of being on their own in open space.

There are four assignments within the Free Trader career: Crew, Engineer, Gunnery, and Flight. Crew make up the command structure of the ship and will often hold positions such as executive officer, sensor operator, and astrogator. Engineers are those members of the crew who keep the ship running, operate the Zimm Drive, and make repairs to the ship. Gunners are the ones responsible for defending the ship from those who would take their cargo and passengers. Flight consists of those responsible for piloting the ship and the smaller vessels onboard the ship which assist with loading and unloading of passengers and cargo.

The Free Trader career can be found on p.227.

Journalist

Journalists are the people who bring the news of what is happening on your world and the worlds in other systems. This is often involves traveling from one system to another to learn what is happening there and may involve investigations to find out the real story beyond what might be obvious to those on the outside looking in.

There are three assignments within the Journalist career: Reporter, Investigator, and Producer. Reporters are those who go to the location of a story and report what is happening. Investigators are those who dig deep into the situation with the intention of finding the truth and

exposing it. Producers are the driving force behind the news. They push other journalists to do their jobs, direct the content of the news, and manage the business side of presenting the news.

The Journalist career can be found on p.232.

Medic

Medics are the ones who provide medical assistance to other humans, altrants, and uplifts. They will often receive years of training before joining the career and will keep receiving continuing education to improve their skills.

There are three assignments within the Medic career: Physician, Ship's Doctor, and EMT (Emergency Medical Technician). Physicians are those see patients within a healthcare system at a private practice, clinic, or hospital. A Ship's Doctor is a medical specialist trained to work on board a starship or spaceship to provide medical care for the crew. An EMT is a first responder who arrives on the scene of a medical emergency to provide care.

The Medic career Is located on p.236.

National Navy

Throughout the colonization periods of Clement Sector, the nations of Earth sent elements of their space navies across The Conduit to defend their interests. Those in this career were members of a navy of a nation of Earth that came across The Conduit.

There are four assignments within the National Navy career: Line/Crew, Engineer, Gunnery, and Flight. Line/Crew, Engineer, Gunnery, and Flight. Line/Crew make up the command structure of the ship and will often hold positions such as executive officer, sensor operator, and astrogator. Engineers are those members of the crew who keep the ship running, operate the Zimm Drive, and make repairs to the ship. Gunners are the ones responsible for defending the ship from those who would take their cargo and passengers. Flight consists of those responsible for piloting the ship and the smaller vessels onboard the ship which may include fighters and transports.

The National Navy career is located on p.240.

Orbital Construction

As each world continues to expand and improve its infrastructure, the need for construction crews grows. While some construction is performed by robots and drones, many jobs will require humans, altrants, and uplifts to do the work.

Orbital Construction has three assignments: Suitjockey, Jobber, and Lifter. A suitjockey is a member of a team which works to build the outer shell of orbital structures. A jobber is someone who works on the interior spaces, particularly living spaces, within an orbital structure. A lifter is a

person who operates a spacegoing vehicle, usually a shuttle for orbital use, for the purposes of delivering supplies to the construction site.

The Orbital Construction career is on p.250.

Pirate

Anytime that you have cargo moving from one place to another, you have those persons who are willing to attempt to steal it. Piracy is commonly encountered in locations where the system defense forces of a world are less capable of defending the entire system.

The Pirate career has four assignments: Crew, Boarder, Gunner, and Engineer. Crew makes up the command structure of the pirate ship and will often hold positions such as executive officer, sensor operator, pilot, and astrogator. Engineers are those members of the crew who keep the ship running, operate the Zimm Drive, and make repairs to the ship. Gunners are the ones responsible for immobilizing targeted vessels so boarders can take what is desired as well as defending the ship from those who would take what they have stolen. Boarders are those who are tasked with going over to an immobilized ship, engaging in combat with the crew of a targeted vessel, and taking what is desired.

The Pirate career is on p.254.

Prisoner

The Prisoner career is less of a career and more of a destination. You will never start as a Prisoner, but some Events and Mishaps will send you to the Prisoner career for a designated amount of time. This designated amount of time is the minimum which you will stay as a Prisoner (if you don't escape) and there is the possibility that you will remain there for a longer period.

There is only one assignment within the Prisoner career.

The Prisoner career is on p.260.

Sports

Sports have always been a source of fun and entertainment for humans and Clement Sector is no exception to this. The Sports career is made up of people who are involved in professional sports as the primary way that they make their living.

The Sports career has two assignments: Athlete and Coach. Athletes are the people engaged in activity on the field of play. Coaches are those persons who direct the athletes within the game from the sidelines or spotter's perch.

The Sports career is on p.265.

Spy

With almost one hundred independent governments in Clement Sector, it should be no surprise that some of these governments will attempt to spy on one another. Spies are sent out to other worlds to monitor the activities of other governments, undermine activities of that government that their governments finds undesirable, influence the attitudes and opinions of the targeted populace, and conduct sabotage when needed.

The Spy career has three assignments: Agents, Field Operatives, and Deep Cover. Agents are those persons who are stationed at embassies, consulates, or corporate offices on a targeted world in order to perform their operations. A Field Operative is someone who is involved in investigations and security on other worlds in support of their own government. Someone who is in Deep Cover is a person who has been placed on another world to live undercover as a citizen of that world.

You can find the Spy career in p.270.

System Defense (Navy)

The System Defense (Navy) career consists of the personnel of the space navy controlled by a world's government. This differentiates from the National Navy career in that the controlling entity is a planetary government and the naval forces are often much smaller than those which were operated by the nations of Earth.

There are four assignments within the System Defense (Navy) career: Line/Crew, Engineer, Gunnery, and Flight. Line/Crew, Engineer, Gunnery, and Flight. Line/Crew make up the command structure of the ship and will often hold positions such as executive officer, sensor operator, and astrogator. Engineers are those members of the crew who keep the ship running, operate the Zimm Drive, and make repairs to the ship. Gunners are the ones responsible for defending the ship from those who would take their cargo and passengers. Flight consists of those responsible for piloting the ship and the smaller vessels onboard the ship which may include fighters and transports.

The System Defense (Navy) Career is located on p.274.

System Defense (Troopers)

System Defense (Troopers) consists of the personnel of the planetside military of a world. This career concentrates on those who carry weapons on the surface of a planet. In Clement Sector, the term most often used for such forces is "Troopers". The term "Ground Forces" is often used as well, but this can be misleading as "ground forces" often refers to Troopers, Wet Navy, and can even include atmospheric defense forces.

There are three assignments within this career: Rifleman, Reconnaissance, and Heavy Weapons. Riflemen are those who are sent out with a rifle to fight the enemy, kill them, and hold a target. Reconnaissance covers those who are sent out to scout an area and watch for troop movements. Heavy Weapons entails the use of heavier weapons such as rocket launchers, field artillery, and vehicle mounted weapons.

The System Defense (Troopers) career can be found on p.279.

System Defense (Wet Navy)

System Defense (Wet Navy) consists of the personnel of the waterborne military of a world's ground forces. As stated above, the term "ground forces" is used in Clement Sector to indicate planet-based military forces and while the term might seem to indicate only those who operate on the dry ground of a planet, that's not the case with the term's usage. This career concentrates on those who are based on and operate within the seas and oceans of a planet.

There are three assignments within this career: Surface Ships, Aviators, and Submariners. Surface Ships includes all those sailors who operate onboard a vessel operating on the surface of a sea or ocean. Aviator includes those who operate sea-based aircraft as either reconnaissance or with a strike capability. Submariners are those who operate onboard an undersea vessel.

The System Defense (Wet Navy) career can be found on p.285.

Vagabond

Much like the Prisoner career (p.260), the Vagabond career is less a choice than a destination. Most will likely not choose to enter the Vagabond career but will end up here as part of an Event or Mishap during another career. The Vagabond is someone who is down on their luck and living on the edges of society. They may be "living rough", "homeless", or living off the kindness of others in unfortunate circumstances or simply be between careers and unable or unwilling to make a living from a career. Some, however, will choose a life of moving through the stars as a transient "hitchhiker" moving from place to place and even taking the odd job here and there to get them transit as a "King of Space".

This career has two assignments: Destitute and Transient. Destitute includes those who are homeless and living on the streets of a city or in the dark corners of an orbital city or starport. Transients are those who hitchhike their way through the sector, making their way through the sector.

The Vagabond career can be found on p.290.

Benefits

Benefits are given to characters during the mustering out phase and the Ranks and Benefits table. The following is a short explanation of what the terms listed within the benefits tables mean.

+1 to a Characteristic – Immediately add +1 to the listed characteristic.

Ally – The character gains one Ally who is involved in the career from which the result was obtained. See p.515 for more information on Allies.

Armor - The character gains armor of their choice of any armor which requires no skill or Suit (Vacc Suit). See p.331 for a listing.

Company Share – This is a 1% share of the corporation with which the character has been associated. The value of this share is 2d6 x 100,000 Hub Federation credits.

Contact – The character gains one Contact from the profession. See p.513.

Land Plot – This is an amount of 1d6 square acres with a land value 2d6 x 10,000 Hub Federation credits. The land can be sold or held by the character as they wish.

Medical Kit – The character gains a medical kit like the one listed on p.342.

Pension – This is an amount provided by the character's employer in thanks for the character's time of service. This is an amount of 2d6 x 10,000 Hub Federation credits.

Prize Share – This is an amount of money provided to a character who took part in the capture of a starship. The character should gain 2d6 x 10,000 Hub Federation credits.

Producer – This gives the character a producer credit on a well-known piece of entertainment. This will gain the character 2d6 x 100,000 Hub Federation credits initially and then gain them an annual payment of 2d6 x 100 credits every year for 1d6 years afterward.

Ship Discount – This provides the character with a discount on the cost of buying a spaceship or starship. Each time this result is obtained, it will take 10% off the listed price of the desired ship.

Stash – A small place where a character can hide a small amount of things.

Tool Kit – This is a tool kit consisting of 1000 credits worth of tools used in the character's profession.

Vacc Suit – This gives the character a free vacc suit (see p.331).

Weapon - The player may choose a weapon from the Melee weapons chart on p.301 or on the Common Personal Ranged Weapons chart on p.303-305. If the player wishes, they may choose to take a level in Melee (Any) or Gun Combat (Any) in lieu of a weapon.

Careers

Celebrity

Enlistment: CHA 8+
If the character's apparent age is 40+, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered before this one.

Assignment:
Actor – You make your living portraying others in holovids, holonovels, and on the stage.

Musician – You perform the music that entertains the masses.

Star – Some people are simply famous for being famous. You are beloved by millions!

Career Progress

Career	Survival	Advancement
Actor	CHA 8+	INT 8+
Musician	INT 7+	CHA 7+
Star	CHA 8+	CHA 8+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	0	Contact
2	0	Contact
3	10,000	Ally
4	10,000	+1 CHA
5	20,000	+1 CHA
6	50,000	+1 EDU
7	100,000	Producer

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Advocate (Oratory)	Electronics (Any)
2	+1 DEX	Persuade	Language (Any)
3	+1 END	Art (Any)	Advocate (Any)
4	+1 INT	Carouse	Broker
5	+1 EDU	Etiquette	Diplomat
6	+1 CHA	Broker	Science (Any)

Roll	Assignment: Actor	Assignment: Musician	Assignment: Star
1	Art (Holography)	Language (Any)	Advocate (Any)
2	Art (Writing)	Carouse	Deception (Disguise)
3	Art (Acting)	Art (Instrument)	Diplomat
4	Persuade	Art (Writing)	Carouse
5	Deception (Disguise)	Persuade	Persuade
6	Advocate (Oratory)	Advocate (Oratory)	Etiquette

Ranks and Benefits

Rank	Actor Benefit	Musician Benefit	Star Benefit
0	Art (Acting) 1	Art (Instrument) 1	Carouse 1
1	Art (Writing) 1	Art (Writing) 1	Etiquette 1
2	Carouse 1	Carouse 1	Persuade 1
3		Persuade 1	
4	Advocate (Oratory) 1		Diplomat 1
5		Carouse 2	
6	Art (Acting) 2		Carouse 2

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	You have become disenchanted with fame. You want to live a simple life. You decide that it is best to move on to another career or into retirement. Leave the career with no penalty.
4	You have become so associated with one part, one song, or one moment in your life that you simply cannot escape it. While most will remember you for that fondly, this association will not allow you to grow in your field. You leave this career.
5	You have developed a disease which affects your ability to perform. Take -2 END.
6	You have said or done something so incredibly offensive or embarrassing that your fame takes a significant hit, and you are not able to recover. Take -2 CHA and lose 3 Benefit rolls.
7	Injured. Roll on the Injury table (p.136).
8	You have been involved in a "fracas" with a member of the production crew. The bad publicity means that your career is finished. Lose 3 Benefit rolls.
9	A routine customs inspection while you are visiting a world reveals a large amount of an illegal substance in your luggage. Immediately enter the Prisoner career (p.260) for one term.
10	You have become involved in a political or religious movement which proves unpopular with your fanbase. Lose 3 Benefit rolls.
11	One of your Contacts or Allies dies an extremely violent death. Lose 1 Contact or Ally. The death haunts you and you can no longer perform in public.
12	A popular politician on your homeworld has been killed by an assassin. When the assassin is asked why they did it, they cite your career as their primary influence. The resulting backlash is palpable. Lose 4 Benefit rolls and take a -2DM to enter any Career other than Vagabond.

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	A local critic has decided that your career or stardom is a complete waste of time, effort, and money. They write a hit piece about you and try to destroy your career. Gain a Rival. Roll Diplomat 8+. If you succeed, gain a Benefit roll. If you fail, lose a Benefit roll and take a -2DM to your next Survival roll.
13	One of your close friends does something extremely stupid. Unfortunately, the media coverage of the event focuses on you rather than your friend. Lose a Contact and 1 Benefit roll.
14	You have become involved in a sex scandal. Roll Persuade 8+ or Diplomat 8+. If you succeed, you have managed to turn this scandal to your advantage. Gain 1 Benefit roll and a level in Diplomat. If you fail, lose 1 Benefit roll and take a -2DM to your next Survival roll.
15	You have a lot of fun being famous! Gain a level in Carouse and +1 CHA. Roll 1d6. On a roll of 1-2, you have become addicted to alcohol or a drug (see p.487).
16	Your agent or manager has absconded with all your money. Lose 3 Benefit rolls.
21	You spend time with a personal trainer. Gain +1 to STR, DEX, or END or a level in Athletics (Any)
22	You have been asked to be part of a celebrity game show which is popular throughout Clement Sector. If you refuse to do it, gain a +2DM to your next Advancement roll for being "better than the show". If you take the job, gain 5000 credits and roll 1d6. 1 The whole thing is a farce intended to embarrass the celebrity contestants. Roll Diplomat 8+ or Persuade 8+. If you succeed, you have turned the tables on the host and gain 2 Benefit rolls and a +2DM to your next Survival roll. If you fail, they have succeeded in embarrassing you and you take a -2DM to your next Survival roll. 2-3 The game show is a quiz show and requires you to know facts and trivia. Make an INT or EDU roll at 8+. If you succeed, gain 1 Benefit roll. If you fail, take a -2DM to your next Survival roll. 4-5 The game show is only loosely a game and requires you to use your wit and charisma. Make a CHA roll at 8+. If you succeed, gain 2 Benefit rolls. If you fail, take a -2DM to your next Survival roll. 6 You are an instant hit on this show! You are considered to be one of the best celebrities to ever appear on it! Gain 10,000 credits, 1 Benefit roll, and a +2DM to your next Survival roll.
23	You have begun to delve deeply into a religion. Choose an existing real-world religion, one of the religions presented on p.634, or create your own. Roll 1d6. One a roll of 6, you become deeply involved and gain Science (Philosophy) 1. If you are already involved in a religion by getting this or a similar result previously, this reflects a change in religion.
24	In this business, it's important to know people. Gain 1d3 Contacts.
25	You have discovered a love of operating vehicles. It becomes an important part of your life. Gain a level in Drive (Any), Flyer (Any), or Seafarer (Any).
26	You are constantly trying to sell your services. Gain a level in Broker.
31-36	Life Event. Roll on the Life Event Table (p.137).
41	You have decided to become involved in the holography side of your career. Gain a level in Art (Holography).
42	You have learned first aid. Gain a level in Medic (First Aid).

43 Your agent decides that you should do something outside of your "comfort zone". Make a roll on the skill table for an Assignment other than your own.

44 You have decided to take a weapons class. Gain a level in Gun Combat (Any).

45 In order to understand "the common people" for a role, song, or research, you study or take part in another career. Choose any other career and roll once on the Service Skill Table.

46 You travel between star systems often. Gain a level in Suit (Any).

51 In order to relax, you have taken up riding. Gain a level in Animals (Riding).

52 Someone writes a "tell-all" book about you and your career. It damages your reputation. Take a -2DM to your next Survival roll.

53 You are physically attacked by a crazed fan that gets past your security detail and lunges at you. Roll Melee (Unarmed Combat) 8+. If you fail, roll on the Injury table (p.136). If you succeed, the holovid of your stunning defense becomes extremely popular. Gain 2 Benefit rolls and a +2DM to your next Survival roll.

54 You take the time to learn a second language. Gain Language level 2 with a specialty in any language from your homeworld that you do not already speak. If you already speak all the common languages on your homeworld, choose another Language but gain only level 1 in its use.

55 You have received an endorsement deal with a product being sold on your world. You are paid 25,000 credits for the use of your likeness as a hologram in a widely seen advertising campaign. Roll 1d6.

- 1 The product is an abject failure. The failure of the product drags you down with it. Take a -2DM to your next Advancement roll.
- 2-3 The product is a success but turns out to be somewhat embarrassing to you over time. Take a -1DM to your next Survival roll.
- 4-5 The product is a success. The corporation pays you a bonus of 10,000 credits and you gain a +1 to your next Survival roll.
- 6 The product and the ad campaign is a major success. In addition to a 100,000 credit bonus from the corporation, you are extended to be appear in another ad campaign for them as well. Gain 3 Benefit rolls.

56 You have taken some downtime to study a subject as a hobby. Gain a level in Art (Any) or Science (Any)

61 Your most recent work is an astounding success. Gain an automatic Advancement and a +2 to your next Survival roll.

62 Your agent is a genius. Gain 2 additional rolls on the Benefits table.

63 People rave about what a great person you are not only in the public arena but also in your private life. Gain 1d3 Contacts. If you have any Contacts before this roll, 1d3 of those Contacts become Allies.

64 You have proven extremely talented in your field. Gain a level in a skill which your character already possesses or an increase in your Rank.

65 You have been invited to be on one of the most popular interview shows in your subsector. If you refuse to be on the show, take a -2DM to your next Survival roll and a -3DM to your next Advancement roll.

If you accept, gain a 5000 credit appearance fee and roll 1d6.

1 The host hates your work or your fame. They have invited you on the show to embarrass you and engage in personal attacks. Make a Diplomat roll at 8+. If you fail, the host has succeeded in their mission and done severe damage to your career. If you succeed, you have turned the tables on the host. Gain a level in Diplomat and a +2DM to your next Survival roll.

2-3 The host is unimpressed with you. They didn't want you on the show at all but their booking agent pressed hard and here you are. Roll Diplomat 8+. If you fail, the interview does not go well and you take a -2DM to your next Advancement roll. If you succeed, you were able to shine despite the host's reluctance. Gain a +2DM to your next Advancement roll.

4-5 The host has been somewhat impressed by you and your work. Roll Diplomat 8+. If you fail, the host becomes disenchanted with you and makes their displeasure known. Take a -2DM to your next Survival roll. If you succeed, the host takes an interest in furthering your career. Gain a +2DM to your next Advancement roll and gain a Contact.

6 The host is already enamored of you and your work. They take every opportunity to promote you before the interview. Roll Etiquette 8+. If you succeed, you have further impressed the host and will gain the host as an Ally. Gain a +2 to your next Survival and Advancement rolls. If you fail, you have embarrassed the host and the host feels this is a betrayal. Take a -2DM to your next Survival roll and gain an Enemy.

66 You have been recognized as one of the best at what you do. You must remain in this career for another term after this one. Gain an automatic success on your next Survival roll and an automatic success on your next Advancement roll.

Colonist

Enlistment: END 6+

Assignment:
Settler – A person who, for one reason or another, has decided to leave their home and make a new life on an unsettled world.

Politician – A person who has come to the new world for the purpose of advancing their political career.

Commercial – A person who, either as a member of a company or on their own, has come to this new world to establish a business or trade.

Career Progress

Career	Survival	Advancement
Settler	END 7+	INT 7+
Politician	INT 7+	CHA 7+
Commercial	INT 7+	EDU 7+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	0	+1 END
2	0	+1 STR
3	500	+1 INT
4	1000	Weapon
5	2000	Contact
6	5000	Ally
7	10,000	Land Plot

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Animals (Any)	Admin
2	+1 DEX	Broker	Advocate (Any)
3	+1 END	Mechanic	Etiquette
4	+1 INT	Gun Combat (Any)	Language (Any)
5	+1 EDU	Survival (Any)	Science (Any)
6	Athletics (Any)	Chef	Jack of All Trades

Roll	Assignment: Settler	Assignment: Politician	Assignment: Commercial
1	Recon	Admin	Advocate (Any)
2	Gun Combat (Any)	Persuade	Broker
3	Survival (Any)	Advocate (Any)	Persuade
4	Animals (Any)	Deception (Lie)	Trade (Any)
5	Navigation	Diplomat	Admin
6	Tactics (Military)	Carouse	Deception (Any)

Ranks and Benefits

Rank	Settler Benefit	Politician Benefit	Commercial Benefit
0	Animals (Farming) 1	Persuade 1	Broker 1
1	Animals (Veterinary) 1	Advocate (Politics) 1	Admin 1
2			
3	Survival (Any) 1	Deception (Lie) 1	Diplomat 1
4		Carouse 1	
5	Recon 1		Carouse 1
6	Jack of All Trades 1	+2 CHA	

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table (p. 136)
3	Your fellow colonists have decided that you and your ilk no longer have a place in this colony. Choose a new world or roll on the homeworld chart (p.168). You must choose a new career. However, you gain 1d3 Contacts who are also banished.
4	You've simply become tired of the constant struggle of colony life. Choose another career and a new homeworld (p.168)
5	Your colony has failed. There just seems to be no reason to carry on here. Choose another career and a new homeworld (p.168)
6	A continuing rivalry with a fellow colonist ends with you deciding to leave the colony. Choose another career and a new homeworld (p.168)
7	Injured. Roll on the Injury table (p.136)
8	You have been accused of negligence which resulted in the death of a fellow colonist. Lose 2 Benefit rolls and choose a new career and homeworld (p.168)
9	An alien creature takes you by surprise and nearly kills you. Roll twice on the injury table (p.136). You are shipped out to the nearest world for medical treatment. Roll on the Frontier subsector chart to find your new homeworld. (p.168)
10	You have been banished from the colony with no money or chosen destination. Immediately enter the Vagabond career with the Transient assignment (p.290).
11	You have contracted an alien disease or virus on a new world. Lose -3 END.
12	You are away from the colony center for several days on an exploratory mission, hunting trip or simply working your farm. When you approach the city, you find that all the inhabitants are gone. Your friends, Contacts, Rivals and Enemies and possibly members of your family all vanished without a trace. You live for several weeks without seeing another human and can find no reason for your fellow colonists to have disappeared. Eventually, a merchant vessel arrives and agrees to carry you to a civilized world. Roll for a new homeworld (p.168). Gain a level in Survival (Any). Lose all Allies, Contacts, Rivals and Enemies that were on this world. Immediately enter the Vagabond career (p.290).

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	A disagreement between the colonists leads to an armed conflict. Roll Diplomat or Gun Combat (Any) 8+. If you succeed, you are able to survive the conflict. If you used Diplomat, gain a level in Leadership. If you used Gun Combat, gain a level in Recon. If you failed, roll on Injury table (p.136) and gain the rival colonists as Enemies.
13	A natural disaster strikes the colony. You are faced with a choice to save yourself or try to save others. If you attempt to save yourself, roll Survival at Difficult. If you succeed, gain a level in Recon or Survival (Any). If you fail, make a roll on the injury table (p.136). If you attempt to save others, roll Survival 8+. If you succeed, gain a level in Recon or Survival (Any) as well as an Ally. If you fail, make a roll on the injury table (p.136) but also gain a level in Leadership.
14	You are caught in a violent weather event on a new world. Roll Survival 8+ or suffer an injury. Roll on the Injury table (p.136).
15	Life as a colonist isn't always honest. Gain a level in Deception (Any) or Streetwise.
16	Raiders have attacked the colony. Roll Gun Combat (Any) 8+. If you succeed, you have survived the raid. If you fail, roll on the Injury table (p.136)
21	While exploring your new world, you encounter an odd beast which attacks you. Roll Gun Combat (Any) or Survival (Any) 8+. If you succeed, nothing happens. If you fail, suffer an injury (p.136).
22	You have become involved in activity which usually falls under the purview of another assignment. Roll once on the skill table of an assignment other than your own.
23	Colonists work hard during the day and often relieve their stress at night with a few drinks. Gain a level in Carouse.
24	You have become part of a gambling group with your fellow employees. Roll Gambler 8+. If you succeed, gain 2 extra benefit rolls and a level in either Gambler or Persuade. If you fail, lose 2 benefit rolls.
25	You have become involved with the formation of a local sports team. Gain a level in Athletics (Any) or Tactics (Sport).
26	Going from one place to another in a new colony often involves a lot of walking rather than the use of a vehicle. Gain +1 END or Navigation.
31-36	Life Event. Roll on the Life Event Table (p.137).
41	You find some quiet time on this new world. You use that time to increase your knowledge. Gain +1 EDU.
42	You volunteer with your community law enforcement. Gain a level in Investigate or Streetwise.
43	You find yourself helping with the day-to-day administration of the colony. Gain Admin 1. If you are a politician, you may choose to gain a level in Advocate (Politics) instead of Admin.
44	It is sometimes difficult to do with all of the real-world pressures, but you are able to find time to practice your art. Gain a level in any Art skill which you already possess. If you do not already have an Art skill, you may gain Art (Any) 1.
45	Colonists don't always have a vehicle to drive or mount to ride. You do. Gain a level in Drive (Wheeled or Tracked), Flyer (Any), Seafarer (Any) or Animals (Riding).
46	You meet and greet with a lot of new colonists. Gain 1d3 Contacts.

51	You have discovered a local commodity which might help to increase trade to and from the colony. Roll Broker 8+. If you succeed, gain 2 benefit rolls. If you fail, take a -2 penalty to your next advancement roll.
52	You have taken monitoring duty for the colony's advance warning system. Gain a level in Electronics (Sensors).
53	The colony wants everyone ready if raiders or animals strike the colony. Gain a level in Gun Combat (Any).
54	You have been given the opportunity to represent the colony in trade talks with another world. Roll twice on the Assignment: Ambassador table of the Diplomatic Service career on p.218.
55	During an exploratory trip into the wilderness of your world, the vehicle on which you are traveling crashes. You are stuck in a wild area of the planet and are forced to survive using your wits and training. Suffer one roll on the Injury Table (p.136) but also gain one level in Medic (Any), Recon, Survival (Any), or Suit (Any).
56	It turns out that one of your fellow colonists is a famous actor who is attempting to learn the "true experience". They will tell your story in an upcoming holovid about "the life of the colonist". Gain 1d6 x 100,000 credits and immediately enter the Celebrity career as a Star (see p. 209).
61	You have been recognized as a valuable member of your community. Gain 1 Benefit roll.
62	You are determined to improve your scientific skills. Gain a level in Science (Any).
63	As a colonist, you are often called upon to do the work of several people. Gain a level in Jack of All Trades.
64	Your contributions to the success of the colony are celebrated. Increase your rank by one.
65	You've gained an interesting opportunity to better your position in the colony. If you are a Colonist, you may change your assignment to Politician or Commercial. If you are in Politician or Commercial, you may change your assignment or increase your rank by one.
66	You have been recognized as one of the best at what you do. You must remain in this career for another term after this one. Gain an automatic success on your next Survival roll and an automatic success on your next Advancement roll.

Diplomatic Service

Enlistment: EDU 7+
Take a -1 modifier for each career you have entered before this one.

Assignment:
Ambassador – You served as part of the foreign service of your government interacting with other foreign services.

Generalist – You served within the support staff of an embassy or consulate which was located on another world.

Diplomatic Security – You served as a member of Diplomatic Security which deals with criminal investigations and security on other worlds in the name of your government.

Career Progress

Career	Survival	Advancement
Ambassador	EDU 8+	INT 7+
Generalist	INT 7+	EDU 7+
Diplomatic Security	END 7+	EDU 7+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	500	+1 EDU
2	1000	+1 INT
3	5000	Weapon
4	10,000	Contact
5	25,000	+1 CHA
6	50,000	Ally
7	100,000	2 Allies

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Advocate (Any)	Science (Any)
2	+1 DEX	Admin	Advocate (Any)
3	+1 END	Language (Any)	Diplomat
4	+1 INT	Persuade	Leadership
5	+1 EDU	Survival (Any)	Medic (Any)
6	Carouse	Etiquette	Art (Any)

Roll	Assignment: Ambassador	Assignment: Generalist	Assignment: Diplo Security
1	Etiquette	Electronics (Any)	Draw
2	Carouse	Admin	Gun Combat (Any)
3	Diplomat	Advocate (Any)	Investigate
4	Language (Any)	Etiquette	Recon
5	Advocate (Any)	Mechanic	Interrogation (Any)
6	Persuade	Chef	Streetwise

Ranks and Benefits

Rank	Ambassador Benefit	Generalist Benefit	Diplo Security Benefit
0	Etiquette 1	Admin 1	Gun Combat (Any) 1
1	Language (Any) 1		
2		Language (Any) 1	Recon 1
3	Diplomat 1		
4		Etiquette 1	Investigate 1
5	Advocate (Any) 1		Interrogation (Any) 1
6	Diplomat 2	Leadership 1	Leadership 1

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	You have been accused of negligence in your duties. Lose two benefit rolls.
4	A local media story implicates you in a major crime. No legal action is taken against you but your reputation in the service is ruined. Lose 1 Benefit roll.
5	A political change in your government results in your dismissal. As a reprisal against the former government, all current employees are removed from their office. Roll Diplomat 8+. Failure means you are not only removed from the career but also lose all benefit rolls.
6	Your continued rivalry with a superior has finally reached an impasse. This person has sought to end your career numerous times and has finally done so. Gain 1 rival.
7	Injured. Roll on the Injury Table (p.136).
8	You have been caught up in a corruption sting. Roll Advocate (Any) 8+. If you succeed, you are removed from the service gracefully. If you fail, you lose 1d6 Benefits.
9	During a clandestine meeting with anti-government forces, another rebel group raids the location. Roll Gun Combat (Any) or Deception (Any) 8+ to escape serious injury. If you succeed, roll once on the injury table (p.136). If you fail, roll three times on the injury table. Either way, your government disavows knowledge of the affair, and you not only lose your job but take a -2 DM to Enlistment in any government related career.
10	Your ship crashes during a landing. Roll twice on the Injury Table (p.136).
11	You have contracted a life-threatening illness. Lose -2 END.
12	Your actions have caused the start of an interstellar war. Not only have you offended the foreign government, but you have also been arrested as the first prisoner of the war between the two worlds. Roll twice on the Injury Table (p.136) as you have been beaten by both guards and prisoners alike during the early stages of your confinement. Enter the Prisoner career (p.260) for two terms. If you attempt to enter any government related career following this one, you will suffer a -4 DM to Enlistment.

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	You are sent to a new assignment. Choose a world within four parsecs of your home government and learn the primary language of that world at level one.
13	You have been recognized by your government for exemplary service. Gain 1 Benefit.
14	During a negotiation you have committed a minor cultural faux pas which threatens to wreck an important deal. Roll Diplomat 8+ or Persuade 8+ to smooth it over. If you succeed, gain a +2 DM to your next advancement. If you fail, take a -4 DM to your next advancement roll as well as lose one benefit roll.
15	You have been selected for cross-training with another department. Roll once on the Assignment skill table of another Assignment other than your own.
16	A group of your fellow employees has joined an amateur sports team. Gain Athletics (Any) or a +1 in STR, DEX, or END.
21	You participate in a mock debate with your fellow employees to gain insight into upcoming negotiations. Gain a level in Diplomat, Advocate (Any), or Persuade.
22	You have been selected for special training. Roll once on the Advanced Education skill table.
23	During time at a starport, you spend some time in the seedier parts of town. Gain a level in Carouse, Deception (Any), Gambler, or Streetwise.
24	You have become part of a gambling group with your fellow employees. Roll Gambler 8+. If you succeed, gain 2 extra benefit rolls and a level in either Gambler or Deception (Any). If you fail, lose 2 benefit rolls.
25	A secretive group within your own government has attempted to recruit you into their ranks. You have the option of accepting, declining, or informing your superiors about the recruitment attempt. If you accept the group's recruitment, you will gain an extra benefit roll and a modifier of +6 to be used over the remainder of your career in this service which you can break into increments of up to +3 at any time until it the entire +6 is used. If you decline, you will gain a Rival and will take a -2 to your next Advancement roll as the conspiracy works against you. If you tell your superiors, roll 1d6. On a 1, your superior is a member of the conspiracy, and you will lose a level in Rank and gain a Rival. On a roll of 2-5, your superiors thank you and you gain a +2 DM to your next Advancement roll. On a roll of 6, you are asked to infiltrate the conspiracy. Roll Deception 8+. If you succeed, you will get an instant promotion and two additional Benefit rolls. If you fail, you must roll twice on the Injury Table (p.136) as the conspiracy tortures you.
26	Your group is given terrorist awareness drills. Gain a level in Gun Combat (Any), Recon, or Tactics (Military).
31-36	Life Event. Roll on the Life Event Table (p.137).
41	You take some time in your personal life to become a better cook. Gain a level in Chef.
42	All this time spent in space between worlds has made it necessary for you to learn certain skills. Gain one level in Suit (Any) or Science (Space).
43	Your government enrolls you into a self-defense class. Gain a level in Melee (Any).

44	Your group arrives at the scene of your next negotiation to find that a rival political group within that government has attacked the location of the meeting. You are asked to help in the rescue, recovery, or investigation of the crime. Gain a level in Investigate, Medic (First Aid), Recon, or Leadership.
45	You are enrolled into a first aid class. Gain a level in Medic (First Aid).
46	You have become deeply involved in the newest trade agreement with another world government. Gain a level in Advocate (Any) or Broker.
51	During your downtime, you have found your artistic side. Gain a level in Art (Any)
52	On a visit on another world, you learn how to get around in that society. Gain a level in Language (Any), Navigation, Persuade, or Survival (Any).
53	Political rivals within your own government attempt to stop the progress of negotiations with another world. Ambassadors should roll Diplomat 8+. Generalists should roll Admin or Electronics (Comms) 8+. Security should roll Investigate 8+. If you succeed, you have discovered a plot to stop the negotiations and you will gain a roll on your assignment table. If you fail, then the plot is discovered by another member of your group. If you tell your superiors about the plot, you will gain +4 DM to your next advancement roll, an additional benefit roll and a Rival within your own government. If you keep quiet, you will be recruited by the rival faction and must make the decisions presented in option 25 above.
54	Your extensive travel between worlds has given you an opportunity to learn a shipboard skill. Gain one level in Pilot (any), Electronics (Any), Astrogation, Gunnery (Any), or Engineer (Any).
55	One of your colleagues attempts to gain a promotion by denigrating your work. Take a -2 DM to your next Advancement roll and gain a Rival.
56	A leak is discovered within your group and information has been given to a rival government. You are tasked to discover what has happened. Roll Admin 8+ or Investigate 8+ to find the leaker. If you succeed, gain a +2 DM to your next Advancement roll. If you fail, take a -2 DM to your next Advancement roll.
61	You have decided to make improvements in your personal life. Gain 1 roll on the Personal Development table.
62	Your excellence has been noted by your government and you are given an opportunity to shine as an assistant (Ambassador), technical advisor (Generalist), or bodyguard (Diplomatic Security) for a distinguished statesperson in your government. Gain +1 on all Benefit rolls and an additional roll on your assignment table.
63	During some time off on another world, you take some time to learn to operate a local vehicle. Gain a level in Drive (Any), Flyer (Any), Seafarer (Any), or Pilot (Small Craft).
64	A superior in your department is highly impressed by your performance. They are determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the superior's endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.
65	You have proven extremely talented in your field. Gain a level in a skill which your character already possesses or a promotion.

66	During an extremely tense negotiation with another world's government, you either say the right thing to break the ice (Ambassador), discover a technical fault which would have stopped the meeting (Generalist), or stop an armed assailant from breaking into the negotiation room (Diplomatic Security). Gain +4 to your next advancement roll as well as an Ally in your own service and a Contact in the service of the other world's government.

Explorer

Enlistment: END 8+
Take a -1 modifier for each career you have entered before this one.

Assignment:
Survey – You are a member of the science team which surveys new star systems.

Explorer – You are a member of the planetary exploration team.

Escort - You are an armed escort which assists the survey and explorer teams.

Career Progress

Career	Survival	Advancement
Survey	END 7+	EDU 8+
Explorer	END 8+	INT 7+
Escort	DEX 7+	EDU 7+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	1000	+1 END
2	2000	+1 INT
3	3000	+1 EDU
4	5000	Weapon
5	7000	Suit
6	10,000	Contact
7	25,000	Ally

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Pilot (Any)	Medic (Any)
2	+1 DEX	Investigate	Language (Any)
3	+1 END	Survival (Any)	Science (Any)
4	+1 INT	Astrogation	Survival (Any)
5	+1 EDU	Navigation	Engineer (Any)
6	Athletics (Any)	Suit (Any)	Diplomat

Roll	Assignment: Survey	Assignment: Explorer	Assignment: Escort
1	Astrogation	Animals (Any)	Gunner (Any)
2	Pilot (Any)	Navigation	Pilot (Small Craft)
3	Electronics (Any)	Science (Any)	Gun Combat (Any)
4	Science (Any)	Survival (Any)	Recon
5	Engineer (Any)	Flyer (Any) or Drive (Any)	Navigation
6	Investigate	Jack of All Trades	Draw

Ranks and Benefits

Rank	Survey Benefit	Explorer Benefit	Escort Benefit
0	Science (Orbital Mechanics) 1	Science (Planetology) 1	Gun Combat (Any) 1
1	Electronics (Sensors) 1	Electronics (Sensors) 1	Recon 1
2			
3	Astrogation 1	Investigate 1	Gunner (Turrets) 1
4	Investigate 1	Recon 1	
5			Leadership 1
6	Leadership 1	Leadership 1	

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	You have been accidentally exposed to a dangerous atmosphere. Lose -2 END.
4	An accident during a spacewalk results in you floating away from your ship into space. Though you are eventually rescued, the psychological damage is permanent. Lose -2 INT but gain a level in Suit (Vacc Suit). You have also developed either a fear of space, open spaces, or being inside a vacc suit.
5	You have been accused of negligence which resulted in the death of a fellow crewmember. Lose 2 Benefit rolls.
6	An accident on board your ship results in decompression. Lose -1 END.
7	Injured. Roll on the Injury Table (p.136).
8	You have absolutely no idea what happened to you. The last thing you remember was getting on board your ship. Your ship was found 1d6 years later dead in space in a frontier system. You and 1d6 of your crewmates had been placed in cold berths. You gain these crewmates as Contacts. The mystery still haunts you and you leave this career.
9	While planetside, an alien creature takes you by surprise and nearly kills you. Roll twice on the Injury Table (p.136).
10	While exploring a new system, your ship experiences more radiation than it was designed to handle. You receive a damaging dose. Lose -1 END.
11	You have contracted an alien disease or virus on a new world. Lose -3 END.
12	Your ship is destroyed, and you are forced to live on an alien planet for 2d6 years. If the time result is less than four years, gain a level in Survival (Any). For every additional four years rolled (rounding up), make a roll on the Assignment: Explorer table for additional skills. While you survived the destruction of your ship, make one roll on the Injury Table (p.136).

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	You have spent a great deal of time during this term filling out forms. Gain Admin 1.
13	You have been selected for cross-training in an alternate assignment. Choose an Assignment skill table for which you are not assigned and roll for a skill.
14	You have been selected as the team driver. Gain a level in Drive (Any), Flyer (Any), or Seafarer (Any).
15	You have become part of a gambling circle on board your ship. Roll Gambler 8+. If you succeed, gain 2 extra benefit rolls and a level in either Gambler or Persuade. If you fail, lose 2 benefit rolls.
16	You have been chosen to be part of the training staff for your organization. Gain 2 Benefit rolls and a level in Instruction.
21	During the exploration of a world during this term, you have befriended an animal from this world. Gain a pet and a level in Animals (Any).
22	You spot a fellow crewperson doing something dangerous or illegal. If you choose to turn them in, gain +2 to next Advancement roll. If you choose to instruct them to do otherwise, gain Leadership 1 or a roll on the service table. If you choose to ignore the action gain an Ally.
23	While exploring a new world, you encounter an odd beast which attacks you. Roll Gun Combat (Any) 8+ or Survival (Any) 8+. If you succeed, gain a level in Gun Combat (Any), Survival (Any) or Animals (Any). If you fail, roll on the Injury Table (p.136).
24	You have been caught in a violent weather event on a new world. Roll Survival (Any) 8+ or suffer an injury on the injury table (p.136)
25	Your ship is called upon to rescue the crew of a ship in trouble in the outer reaches of a frontier system. Roll Suit (Any) 8+. If you succeed, gain a Contact from the crew. If you fail, roll on the Injury Table (p.136).
26	You have been chosen for advanced training. Make a roll on the Advanced Education table.
31-36	Life Event. Roll on the Life Event Table (p.137).
41	You have used some of your downtime on the ship for physical training. Gain +1 STR, +1 DEX, +1 END or a level in Athletics (Any) or Melee (Any).
42	You have spent additional time on the holographic gun range. Gain a level in Gun Combat (Any).
43	You have spent time honing your skillset. Gain a level in any skill which you already possess.
44	The crew of your ship comes from many diverse backgrounds. Gain a level in Language (Any).
45	You are often called upon for a variety of jobs. Gain a level in Jack of All Trades.
46	Your exploratory team has stumbled upon a pirate base. You may attempt Diplomat or Persuade 10+ to talk them out of attacking. If this fails, roll 8+ (Gun Combat if on surface, Pilot or Gunner if in space). If you succeed, you have defeated the pirates. Gain one level of Tactics (Any). If you fail, roll on the Injury Table (p.136). In either case, gain an enemy of either a surviving pirate or someone attached to the defeated band.
51	You have spent your downtime on the ship enjoying your hobbies. Gain a level in Art (Any).
52	It is often necessary for teams in the field to repair their own equipment. Gain a level in Mechanic.
53	During a visit to a planet, the shuttle on which you are traveling crashes. You are stuck in a wilderness area of the planet and are forced to survive using your wits and training. Suffer

	one roll on the Injury Table (p.136) but also gain one level in Medic (First Aid), Recon, Survival (Any), or Suit (Vacc Suit).
54	You are forced to hide from some large alien animals on your last trip planetside. Gain Stealth 1.
55	A recent squabble over events during the last mission has erupted into a full-time rivalry. Gain a Rival.
56	You are invited to attend a special conference concerning exploration of the Clement Sector frontiers. Gain 1d3 Contacts. However, several members of your own crew are jealous that you have been chosen for this over them. Gain 1d3 Rivals.
61	Much of your downtime has been spent enjoying the company of your crewmates. Gain a level in Carouse.
62	You have spent extra time planetside during this term. Roll once on the Assignment: Explorer skill table.
63	You are determined to improve your scientific skills. Gain a level in Science (Any).
64	A superior is highly impressed by your performance. They are determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.
65	You have been recognized for your exemplary service. Gain two Benefit rolls and a +1 to all Benefit rolls for this career.
66	You are part of a crew that discovers a new world suitable for a colony. Not only is it a prime location for colonists, but it is also astrogationally advantageous as its location will provide a needed bridge between two regions. Gain two Benefit rolls and a promotion.

Free Trader

Enlistment: INT 7+
Take a -1 modifier for each career you have entered before this one.

Assignment:
Crew – You are a member of the crew of an independent merchant vessel.

Engineer – You are a member of the engineering crew of an independent merchant vessel.

Gunnery – You are someone who has been tasked with the defense of an independent merchant vessel.

Flight – You are the person in charge of piloting an independent merchant vessel or the small craft it employs.

Career Progress

Career	Survival	Advancement
Crew	INT 7+	EDU 7+
Engineer	INT 7+	EDU 8+
Gunnery	DEX 7+	EDU 7+
Flight	DEX 8+	EDU 7+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	1000	Weapon
2	5000	+1 CHA
3	7000	+1 DEX
4	10,000	+1 INT
5	20,000	Contact
6	40,000	Ally
7	75,000	Ship Discount

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Admin	Art (Any)
2	+1 DEX	Suit (Vacc Suit)	Diplomat
3	+1 END	Broker	Language (Any)
4	+1 INT	Persuade	Medic (First Aid)
5	+1 EDU	Carouse	Science (Any)
6	Athletics (Any)	Etiquette	Leadership

Roll	Assignment: Crew	Assignment: Engineer	Assignment: Gunnery	Assignment: Flight
1	Electronics (Any)	Admin	Mechanic	Astrogation
2	Pilot (Any)	Electronics (Any)	Electronics (Sensors)	Electronics (Any)
3	Astrogation	Engineer (Any)	Gunner (Turrets)	Pilot (Any)
4	Carouse	Mechanic	Gun Combat (Any)	Flyer (Any)
5	Persuade	Science (Any)	Tactics (Naval)	Tactics (Naval)
6	Jack of All Trades	Jack of All Trades	Discipline	Discipline

Ranks and Benefits

Rank	Crew Benefit	Engineer Benefit	Gunnery Benefit	Flight Benefit
0		Mechanic 1		
1	Persuade 1	Engineer (M-Drive) 1	Gunner (Turrets) 1	Pilot (Spacecraft) 1
2	Broker 1	Engineer (Z-Drive) 1	Electronics (Sensors) 1	Astrogation 1
3	Etiquette 1			
4		Science (Physics) 1	Discipline 1	Discipline 1
5	Leadership 1			
6	Jack of All Trades 1	Jack of All Trades 1	Jack of All Trades 1	Jack of All Trades 1

Mishaps

2d6	Mishap
2	You have been severely injured. Roll twice on the Injury table (p.136).
3	You have been accused of negligence which resulted in the death of a fellow crew member. Lose 2 benefit rolls.
4	A Zimm drive accident strands you and your crewmates in a system with only a minor colony. You are forced to spend 2d6 months attempting to survive. Gain a level in Survival (Any), Animals (Any), Suit (Vacc Suit), or Navigation.
5	You are accidentally exposed to a dangerous atmosphere. Lose 1 END.
6	Your ship is irreparably damaged in a fight with a pirate ship. Roll twice on the injury table (p.136). You and your crewmates are able to sell the ship for scrap and gain three benefit rolls each.
7	You have been injured. Roll once on the Injury table (p.136).
8	A continuing rivalry with another member of the crew of your ship causes friction. In a fit of anger, you decide to leave the career. Gain a Rival.
9	During a routine shuttle transfer, the shuttle crashes. You have been injured (p.136).
10	You just can't take it anymore. The nothingness of space. The cramped quarters. The uncertain pay. You need a new job.
11	You have contracted a life-threatening illness. Lose -2 END.
12	You have committed or been part of an act of piracy. No one will trust you as a free trader. Roll a d6. On a result of a 1, you have been caught by the local authorities and placed in prison. Join the Prisoner career (p.260) for two terms. On a result of 2-5, as no one trusts you, you simply become a Pirate. Join the Pirate career (see p.254). You will retain your current rank. On a result of a 6, your crew turns against you and maroons you on the next world. Choose a world in Clement Sector with a C-class port or less. You are stuck there. Join the Vagabond career (p.290).

D66	Events
11	Something terrible has happened to you. Roll on the Mishap table but you will not be forced to leave this career.
12	You spend a lot of time enjoying yourself during this term. Gain a level in Carouse or Gambler.
13	Another trader accuses you of doing something to cheat them out of cargo. The competing trader will state that they believe your work (undercutting a deal, modifications to your maneuver drive, powerful weapons, quicker response time, etc.) onboard your ship is the cause of their woes. Gain a Rival.
14	During some downtime in Zimmspace, you are able to study several subjects in which you have an interest. Gain one level in Art (Any), Trade (Any), or Science (Any).
15	You have been attacked by pirates! Roll Gun Combat (Any) or Melee (Any) 8+. If you succeed, you and your crew have fought back the pirates and are able to keep your ship. If you fail, the pirates take over the ship and imprison you in the cargo hold. The pirates strand you and your surviving crewmates in the wilderness of a frontier world. It takes you 2d6 weeks to get to civilization. Gain your choice of Animals (Any), Navigation, or Survival (Any).
16	You have been offered a smuggling job. If you do not choose to take the job, gain a +2 DM to your next Advancement roll. If you do take the job, choose a world on the Clement Sector map with a law level of 8+. This is your target world. You must make a Deception (Disguise or Forgery) or Persuade check at 8+ for worlds with an 8-10 law level, 10+ for worlds with law levels of 10+. If you succeed, gain two extra Benefit rolls. If you fail, you are caught and imprisoned for one term. Join the Prisoner career (p.260) for one term. In addition, the planetary government will not allow you to come back to this world after your four years in prison are finished.
21	You spend a great amount of time sorting the records of your cargo, repair records, ammunition, or flight plans. Gain a level in Admin.
22	Barfight! Roll Melee (Any) 8+. If you succeed, gain a Contact among your fellow fighters. If you fail, make a roll on the Injury Table (p.136).
23	Many of your crewmates come from different worlds and cultures. Gain a level in Language (Any).
24	While traveling in the outer system, you receive a distress call from a damaged ship. If you ignore it, take a -2DM to your next Advancement roll as word will get out that you did not offer help. If you report it to the authorities but do nothing to help, take -1 to your next Advancement roll. If you do provide help, roll 1d6. 1 The damaged ship is actually a pirate ship. See Result 15 on this table except that their talent means you will need to roll 10+. 2-3 The damaged ship is a pirate ship. Proceed as in Result 15. 4-5 You have aided the damaged ship. The captain of the ship is grateful. Gain a Contact. 6 You have aided the damaged ship. The captain of the ship is extremely grateful. Gain an Ally and 5,000 credits.
25	You have cultivated your local contacts. Gain 1d3 Contacts.
26	Due to crew shortages, you have been forced to perform several jobs aboard the ship. Gain a level in Jack of All Trades.

31-36	Life Event. Roll on the Life Events Table (p.137)
41	You have spent extra time in the holographic gun range. Gain a level in Gun Combat (Any).
42	During downtime at a colony world, you are taught to ride a local animal. Gain a level in Animals (Riding).
43	You have taken a holographic self-defense class during your time in Zimmspace. Gain a level in Melee (Unarmed Combat)
44	Your ship is called upon to rescue the crew of a ship in trouble in the outer reaches of a system with only a small defense force. If you refuse, take a -2DM penalty to your next Advancement roll. If you decide to assist, roll Suit (Vacc Suit) 8+. If you succeed, gain a Contact from the crew. If you fail, roll on the Injury Table (p.136).
45	A traveling journalist does a story about you as part of a "Real Lives of Traders" expose. The coverage is extremely favorable. Gain 2 Benefit rolls and +2DM to your next Advancement roll.
46	You spot a fellow crewperson doing something dangerous or illegal. If you choose to turn them in to the captain or ship owner, gain +2 to next Advancement roll. If you choose to instruct them to do otherwise, gain a roll on the service table. If you choose to ignore the action gain an Ally.
51	You end up getting involved with some people who are on the shadier side of the transport business. Gain a level in Deception (Any) or Streetwise.
52	During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheeled or Tracked), Flyer (Grav), or Seafarer (Sail or Motorboat).
53	You are forced to assist in emergency repairs on your ship. Roll 8+ on Engineer (Any) or Mechanic. If you succeed, gain a level in the skill used. If you fail, lose 1 benefit roll as your crew loses confidence in your abilities and dedication.
54	You have taught yourself to be more cognizant of your surroundings and what dangers might lurk in the shadows. Gain a level in Recon.
55	Harbringer Productions wants to do a "reality holovid" following the life of an authentic trader. If you opt out of the show, you lose nothing. If you agree, the show will pay you 5000 credits. You must then roll 1d6. 1 The holovid is an absolute disaster. While the holovid does get a large download rate from many starports, the show is watched only to ridicule the persons depicted on it. Take a -2DM penalty to your next two Advancement rolls. 2-3 The holovid is a failure. Most people never see it and those who do will not readily admit it. Take a -2DM penalty to your next Advancement roll. 4-5 The holovid is a success! They pay you an additional 5000 credits in appreciation. 6 The holovid is a runaway success! Gain 3 rolls on the Benefit table. In addition, you MUST spend your next term in the Celebrity Career as a Star (see p.209).

56	During your time in Zimmspace, you are able to train. Gain a level in Athletics (Any) or increase your STR, DEX, or END by 1.
61	Your ship is short on crewmembers. You are forced to spend time working at a specialty which you would not normally perform. Make one roll on an Assignment skill table which is not the one to which you are currently assigned.
62	You have helped gain a profit on the last voyage. Gain 2 Benefit rolls.
63	During your downtime on the ship, you work hard to improve yourself. Take an extra roll on the Personal Development Table.
64	There is a gambling circle on your ship or at a commonly used port. Roll Gambler 8+. If you succeed, you have earned two extra Benefit rolls and gained a reputation as quite a "card shark". If you fail, lose three Benefit rolls and gain a reputation as a bit of a push-over.
65	You have proven yourself to be extremely talented in your field. Gain your choice of an additional level in any skill which you already possess or a promotion.
66	Your ship has been given an exclusive contract to handle all of the shipping needs of a small corporation on a world with a B-class port. Choose a world in Clement Sector. This will be an established base for your ship. If you are Rank 4 or higher, gain 20,000 credits. All others gain two Benefit rolls. In all cases, gain a +1 to all Benefit rolls made from this career.

Journalist

Enlistment: CHA 8+
Take a -1 modifier for each career you have entered before this one.

Assignment:
Reporter – You go out to other systems and report back to your news agency about what is happening there.

Investigator – You dig deep attempting to find out the truth and expose it to the public.

Producer – You are the driving force behind the news. You push the journalists, direct the content, and manage the business.

Career Progress

Career	Survival	Advancement
Reporter	EDU 7+	CHA 7+
Investigator	INT 7+	CHA 7+
Producer	INT 7+	EDU 7+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	100	+1 INT
2	250	+1 EDU
3	500	+1 CHA
4	1000	Contact
5	2500	2 Contacts
6	5000	Ally
7	10,000	2 Allies

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Admin	Interrogation (Questioning)
2	+1 DEX	Investigate	Electronics (Any)
3	+1 END	Art (Writing)	Advocate (Any)
4	+1 INT	Persuade	Diplomat
5	+1 EDU	Language (Any)	Art (Any)
6	Athletics (Any)	Etiquette	Science (Any)

Roll	Assignment: Reporter	Assignment: Investigator	Assignment: Producer
1	Electronics (Any)	Recon	Electronics (Any)
2	Art (Writing)	Advocate (Any)	Diplomat
3	Streetwise	Deception (Any)	Admin
4	Carouse	Investigate	Broker
5	Persuade	Carouse	Advocate (Any)
6	Investigate	Interrogation (Questioning)	Leadership

Ranks and Benefits

Rank	Reporter Benefit	Investigator Benefit	Producer Benefit
0	Art (Writing) 1	Art (Writing) 1	Admin 1
1	Carouse 1	Persuade 1	
2		Investigate 1	Broker 1
3	Investigate 1		
4	Advocate (Any)	Interrogation (Questioning) 1	Persuade 1
5			Advocate (Any) 1
6	Streetwise 1	Carouse 1	Leadership 1

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	While reporting from a combat zone, you suffer a severe injury. Roll 8+ on Persuade or Diplomat to gain access to local medical facilities. If you succeed, roll once on the Injury Table (p.136). If you fail, roll twice.
4	Your news agency suffers budget cuts and must release you from employment. Lose two benefit rolls.
5	In a report which garnered you an award, you accused a popular politician/media figure/businessperson of criminal or immoral activity leading to their downfall. Months later, it became known that your information was incorrect. Gain an Enemy and lose two benefit rolls.
6	You have accidentally said something extremely offensive which was then broadcast by a rival news organization. You lose your job and two Benefit rolls.
7	Injured. Roll on the Injury Table (p.136).
8	Your organization has uncovered an uncomfortable truth concerning a popular figure or group. Your news service fails to stand behind you and allows you to become the scapegoat. Lose two Benefit rolls.
9	You are caught up in a natural disaster on which you were reporting. Roll once on the Injury Table (p.136).
10	You are the subject of a lawsuit concerning false information which you gave in a report. Roll Advocate (Any) 8+. If you succeed, you only lose your job as the media company now considers you a liability. If you fail, lose your job and three benefit rolls.
11	While attempting to uncover the truth in a dangerous area, you are captured by local rebels. They hold you captive for 2d6 weeks until your news agency can secure your release. For every four weeks in captivity (round down), roll once on the Injury Table (P.136).
12	During an investigation on a mafia boss, the mob places a bomb in your vehicle. Although you realize it in time to escape, you are still severely injured and must roll twice on the Injury Table (p.136).

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	You spend some extra time in the gym. Gain Athletics (any) 1 or take +1 STR, DEX, or END.
13	Your latest assignment has taken you to a world where they do not speak your language. While you could simply load a language program into your mindcomp, it seems impersonal to you. Gain a level in Language (Any).
14	It is often necessary to sneak around in your line of work. Gain a level in Stealth.
15	You have spent a great deal of time cultivating your contact list. Gain 1d3 Contacts.
16	There is a gambling group at your news organization. Roll Gambler 8+. If you succeed, you have earned two extra Benefit rolls and gain +1 CHA. If you fail, lose three Benefit rolls. In either case, take a +2 DM to your next Advancement roll.
21	You have taken some downtime to study. Gain a level in Art (Any) or Science (Any).
22	When you are in the field, it is important to be able to repair your own equipment. Gain a level in Mechanic.
23	Your work often means you must be involved with the seedier side of a culture. Gain a level in Streetwise.
24	You have discovered damaging information concerning a politician on your own world with whom you have had a friendly working relationship. If you decide to expose the information, roll 8+ on either Art (Writing) or Advocate (Any). If you succeed, gain a +4 DM to your next Advancement roll and 2 Benefit rolls as part of the journalism award you receive. If you fail, lose two of your Contacts and take a -2 DM to your next Advancement roll as people begin to lose faith in your abilities. If you ignore the information, gain the politician as an Ally.
25	One of your colleagues attempts to gain a promotion by denigrating your work. Take a -2 DM to your next Advancement roll and gain a Rival.
26	You have been selected for cross-training with another department. Roll once on the Assignment skill table of another Assignment Table other than your own.
31-36	Life Event. Roll on the Life Event Table (p.137).
41	While traveling with a group of merchants, you are asked to take over for a sick crewmember that has to leave the ship. You work as a crewperson for over a month until a replacement is found. Gain a level in Astrogation, Engineer (Any), Gunner (Any), Pilot (Any), or Electronics (Any).
42	You have taken a self-defense class. Gain a level in Melee (Any).
43	Some worlds are more difficult than others. Gain a level in Survival (Any).
44	You have written a semi-fictional novel about your exploits in journalism. Roll Art (Writing) 8+. If you succeed, gain two Benefit rolls from the book sales. If you fail, lose a Benefit roll in disgrace.
45	Your public stance on political, social, and religious issues has garnered you quite a following. Your news organization has decided to give you a holovid show which will showcase your views and opinions. Roll 8+ on Advocate (Any), Art (Writing), or Persuade. If you succeed, gain three Benefit rolls with a +1 modifier and +2DM to the next three Advancement rolls. If you fail, lose three Benefit rolls and a -2DM to your next two Survival rolls as your ratings plummet.
46	Your most recent story concerning the business practices of a large corporation was one of the most watched holovids created by your news organization. Gain 1d3 Contacts within that corporation but gain the head of the corporation as an Enemy.
51	You have achieved a small bit of fame working for your news agency. Gain +1 CHA.

52	You have been asked to serve as a political pundit on a popular holovid current events program. Gain two benefit rolls and +1 CHA.
53	You have spent a lot of time onboard starships. Gain your choice of a level in Suit (Vacc Suit), Astrogation, or Electronics (Any).
54	In your travels, you have become friends with a famous gonzo journalist who has a history of substance abuse. Gain an Ally and a level in Carouse or Streetwise.
55	You have been asked to join your world's government as an official spokesperson. If you accept, roll once on the Service Skills table. However, you will also lose 1d3 Contacts as they feel you have "sold out". If you decline, gain 1d3 Contacts who feel you are a solid journalist.
56	You often must drive yourself to meet sources or investigate targets. Gain a level in Drive (Any), Flyer (Any), or Seafarer (Any).
61	Following a particularly dangerous assignment, you decide to join a gun club and learn your way around a weapon. Gain a level in Gun Combat (Any).
62	Getting around on new worlds can sometimes be a challenge. Gain a level in Navigation.
63	A report for which you are responsible angers an important politician or businessperson on your world. Gain an Enemy.
64	You have been accused of plagiarism. Roll 8+ on Advocate (Any) or Persuade. If you succeed, you have exonerated yourself. If you fail, lose one Benefit roll and take a -2 DM to your next Advancement roll.
65	You have proven extremely talented in your field. Gain a level in a skill which your character already possesses or a promotion. Gain +1 to all Benefit rolls from this career.
66	You have won the most prestigious journalism award on your world. Gain three Benefit rolls. In addition, gain a modifier of +6 which must be split up into increments of not more than +2 to use on any Survival or Advancement rolls until it is depleted.

Medic

Enlistment: EDU 11+
Enlistment drops to EDU 5+ if the character has attended Medical School (see p.194). Take a -1 modifier for each career you have entered before this one.

Assignment:

Physician – You are a doctor who sees patients either privately or as part of a healthcare system.

Ship's Doctor – You are a physician serving on a civilian vessel seeing to the health of crew and passengers.

EMT – You are an Emergency Medical Technician (EMT) working as part of a civilian first response team.

Career Progress

Career	Survival	Advancement
Physician	EDU 7+	CHA 7+
Ship's Doctor	EDU 7+	CHA 6+
EMT	END 7+	EDU 7+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	2500	+1 DEX
2	5000	+1 INT
3	7500	+1 EDU
4	10,000	+1 CHA
5	20,000	Medical Kit
6	50,000	Contact
7	100,000	Company Share

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Persuade	Instruction
2	+1 DEX	Investigate	Admin
3	+1 END	Science (Any)	Medic (Any)
4	+1 INT	Medic (Any)	Diplomat
5	+1 EDU	Broker	Advocate (Any)
6	Athletics (Any)	Etiquette	Language (Any)

Roll	Assignment: Physician	Assignment: Ship's Doctor	Assignment: EMT
1	Broker	Suit (Vacc Suit)	Survival (Any)
2	Carouse	Electronics (Any)	Discipline
3	Electronics (Any)	Persuade	Electronics (Any)
4	Medic (Any)	Medic (Any)	Medic (Any)
5	Investigate	Investigate	Investigate
6	Persuade	Carouse	Persuade

Ranks and Benefits

Rank	Physician Benefit	Ship's Doctor Benefit	EMT Benefit
0	Medic (Diagnosis) 1	Medic (First Aid) 1	Medic (First Aid) 1
1	Medic (Surgery) 1	Medic (Diagnosis) 1	Medic (Diagnosis) 1
2			
3	Broker 1	Medic (Cryogenics) 1	Discipline 1
4			
5	Medic (Surgery) 1	Medic (Surgery) 1	Medic (Surgery) 1
6	Persuade 1	Persuade 1	Jack of All Trades 1

Mishaps

2d6	Mishap
2	You have been caught using drugs meant for patients. Roll Advocate (Any) 8+ to avoid jail but you are drummed out of the medical profession. Gain an addiction to drugs (see p.487).
3	Despite your best efforts a patient has died from a simple mistake. Lose 2 Benefit rolls.
4	You simply cannot continue to see death and suffering any longer. Leave the Medical field. You must take a -6DM to any Enlistment roll to a field which involves violence (such as a military career, law enforcement, pirate, spy, criminal, etc.).
5	Malpractice lawsuit takes your credentials and much of your pay. Lose 3 benefit rolls.
6	Injured. Roll on Injury Table (p.136).
7	The stress of the job causes you to have a nervous breakdown. Lose 1 benefit roll.
8	You are perceived (Player's choice as to whether it is true or not) to have conducted illegal and/or immoral experiments and/or procedures on your patients. Lose all benefits and take a -2DM to all Enlistment rolls following this (except on Prisoner, Colonist, Pirate, or Vagabond).
9	Develop a deadly disease from patient. You survive but are scarred. Roll on Injury Table. (p.136)
10	You become embroiled in a personal relationship scandal. Your reputation is tarnished. Take a -2DM to your next Enlistment roll and lose 2 Benefit rolls.
11	A personal family crisis causes you to leave the medical field (parent becomes ill, spouse leaves you, sister becomes secret killing machine). Lose 2 benefit rolls.
12	You become reckless and kill a patient. Gain Enemy from among the family of the deceased.

d66	Events
11	Disaster! Roll on Mishap Table, but you are not ejected from career.
12	You spend much of your free time studying. Gain +1 EDU.
13	You discover an insurance fraud scheme, and they wish to include you in the scam. If you decide to go along with the scam, Roll Deception (Lie) or Admin 8+. If you succeed, you gain 4 Benefit rolls. If you fail, lose 1 Rank and take a -2DM to your next three Advancement rolls. If you decide to not go along but ignore the scam, gain an Ally from among the schemers. If you decide not to go along and turn in schemers, gain an Ally in Administration and a +2DM to your next Advancement roll.
14	You join a group of gambling doctors. If you succeed, you have earned two extra Benefit rolls and gain +1 CHA. If you fail, lose three Benefit rolls. In either case, take a +2 DM to your next Advancement roll.
15	You fail to provide proper documentation on a patient. Roll Admin 8+ to catch it and fix it. If you fail, lose 1 benefit roll or take a -2 modifier to your next Advancement roll.
16	Another doctor desires your position. Gain a Rival.
21	You are called upon to help during a disaster. Gain a level in Survival (Any).
22	You have discovered a love of vehicles. Gain a level in Drive (Any), Flyer (Any), or Seafarer (Any).
23	You volunteer for a free clinic to help the indigent. Gain a level in Streetwise.
24	You gain an opportunity to work as an assistant for a renowned doctor. The doctor is a genius, but also a curmudgeon. You may turn down the opportunity. If you take it, roll Medic (Any) 8+. If you succeed gain a level in your choice of Science (Any), Interrogation (Questioning), or Investigate. If you fail, you gain an Enemy and a -2DM to your next Advancement roll as the doctor trumpets your failure.
25	Law enforcement enlists your aid in investigating drug theft in your hospital or region. Gain a Contact in law enforcement. Roll Investigate 8+ or Admin 8+. If you succeed, gain a level in Streetwise and a +2DM to your next Advancement roll as well as an Enemy of the doctor you helped put into prison. If you fail, gain a level in Admin and take a -2DM to your next Survival roll. Gain a Rival of the doctor that you tried but failed to put into prison.
26	You become part of a social clique. Gain +1 CHA, a level in Carouse, or 1d3 Contacts.
31-36	Life Event. Roll on the Life Event table (p.137).
41	You have violated patient confidentiality. Roll Admin 8+. If you succeed, you are able to cover up your mistake and there is no further problem. If you fail, it is discovered, and you will take a -2DM to your next Survival roll.
42	You have been sued for malpractice. You must hire a lawyer. Lose 1 Benefit roll and gain a lawyer as a contact. Roll a d6. On a roll of 1, you will lose 3 Benefit rolls and take -2DM to your next Survival roll. On a result of 2-5, the lawyer is able to dismiss the case and there is no further action. On a roll of 6, the plaintiff in the lawsuit is shown to be lying and you gain 2 Benefit rolls.
43	You find yourself in a situation where you are treating a local celebrity. Roll Medic (Any) 8+. Succeed and you will have gained a powerful Contact and two benefit rolls. Fail and you will be shunned by the medical field. Take a -4 modifier to your next Advancement roll.
44	You save the life of a wealthy and thankful person. Gain 3 Benefit rolls and a Contact.

45	To get away from the stress of the medical career, you lose yourself in your hobbies. Gain a level in Art (Any), Animals (Any), Drive (Any), Flyer (Any), Science (Any), or Seafarer (Any).
46	You have joined a local amateur sports group. Roll Athletics (Any) 8+. If you succeed, gain a level in Athletics (Any), or +1 in either STR, DEX, or END. If you fail, roll on the Injury Table (p.136).
51	You have been studying your medical journals and working to improve your skills. Gain a level in Medic (Any).
52	You have invested your money poorly. Lose 2 Benefit rolls.
53	A lucrative offer is made for you to switch to another company, patient, ship, or hospital. If you take the offer, gain 1 Benefit roll. Turn it down and gain your boss as an Ally and a +4 modifier to next Advancement roll.
54	You make a misdiagnosis. Roll Medic (Any) 8+. Succeed and you caught the mistake before it was too late. Fail and gain a Rival as another doctor does catch it.
55	A local politician or celebrity comes to you with an embarrassing medical problem, and you treat it with discretion. Gain 1 Contact.
56	You decide to take a self-defense course. Gain a level in Gun Combat (Any) or Melee (Any).
61	You perform several surgeries this year. Gain a level in Medic (Surgery).
62	You get an offer to treat an infamous mafia boss who has a fatal illness. Turn down the offer and gain an Enemy in the mafia family. Accept the offer and roll Medic (Any) 8+. Succeed and gain a benefit roll and the boss as an Ally. Fail and you will gain an Enemy in the mafia family. Roll on the Injury Table (p.136) to see what damage was done to you by the bodyguard as a result of your failure.
63	Despite all protestations to the contrary, you ARE an engineer. Gain Engineer (Any).
64	Your superiors have noted your intense dedication. You are automatically promoted and gain a +1 to all Benefit rolls from this career.
65	You take up flying as a hobby. Gain Flyer (Any) 1.
66	Findings you have made get published in a medical journal. Gain 1 Benefit Roll.

National Navy

Enlistment: INT 7+
If the character's apparent age is 40+, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered before this one.

Assignment:
Crew/Line – You served as a crew member or officer in a national navy.

Engineer – You served as an engineer helping to maintain the engines of a naval vessel.

Gunnery – You served as a weapons specialist on a warship.

Flight – You served as a pilot of a small vessel such as a fighter or shuttle.

Career Progress

Career	Survival	Advancement
Crew/Line	INT 7+	EDU 7+
Engineer	INT 7+	EDU 8+
Gunnery	DEX 7+	EDU 7+
Flight	DEX 8+	EDU 7+

Commission: EDU 8+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	250	+1 END
2	500	+1 DEX
3	1000	+1 INT
4	2000	+1 EDU
5	5000	Weapon
6	10,000	Contact
7	20,000	Ally

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)	Officer Skills (Officers Only)
1	+1 STR	Carouse	Admin	Admin
2	+1 DEX	Discipline	Advocate (Any)	Etiquette
3	+1 END	Survival (Any)	Science (Any)	Tactics (Naval)
4	+1 INT	Gun Combat (Any)	Medic (Any)	Diplomat
5	+1 EDU	Melee (Any)	Language (Any)	Persuade
6	Athletics (Any)	Suit (Vacc Suit)	Etiquette	Leadership

Roll	Assignment: Line/Crew	Assignment: Engineer	Assignment: Gunnery	Assignment: Flight
1	Admin	Electronics (Any)	Mechanic	Tactics (Naval)
2	Astrogation	Mechanic	Electronics (Any)	Astrogation
3	Pilot (Any)	Engineer (Any)	Gunner (Any)	Pilot (Any)
4	Electronics (Any)	Engineer (Any)	Gunner (Any)	Pilot (Any)
5	Mechanic	Science (Any)	Tactics (Naval)	Electronics (Any)
6	Gunner (Any)	Jack of All Trades	Gun Combat (Any)	Flyer (Any)

Ranks and Benefits

Rank	Line/Crew Enlisted Benefit	Engineer Enlisted Benefit	Gunnery Enlisted Benefit	Flight Enlisted Benefit
0	Electronics (Any) 1	Mechanic 1	Gunner (Turrets) 1	Mechanic 1
1	Discipline 1	Discipline 1	Discipline 1	Discipline 1
2				
3	Astrogation 1	Engineer (M-Drive) 1	Electronics (Sensors) 1	Electronics (Sensors) 1
4				
5	Pilot (Spacecraft) 1	Engineer (Power) 1	Mechanic 1	Pilot (Small Craft) 1
6	Jack of All Trades 1	Engineer (Life Support) 1		

Rank	Line/Crew Officer Benefit	Engineer Officer Benefit	Gunnery Officer Benefit	Flight Officer Benefit
0	Admin 1	Admin 1	Admin 1	Admin 1
1	Electronics (Any) 1	Mechanic 1	Gunner (Any) 1	Pilot (Small Craft) 1
2		Engineer (Z-Drive) 1		
3	Tactics (Naval) 1	Engineer (M-Drive) 1	Tactics (Naval) 1	Electronics (Sensors) 1
4	Astrogation 1	Engineer (Life Support) 1		
5	Leadership 1		Electronics (Sensors) 1	Pilot (Spacecraft) 1
6	Diplomat 1	Leadership 1	Leadership 1	Leadership 1

Rank Titles for the different navies can be found on p.245.

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	You have been accused of negligence which resulted in the death of a fellow crew member. Lose 2 benefit rolls.
4	Budget cuts from your home government have caused many to lose their employment with the navy. Sadly, you are among them. Roll CHA 8+. If you fail, you muster out of the navy as usual. If you succeed, gain a +2 modifier to enter another career as your commanding officer writes a letter of recommendation.
5	You are accidentally exposed to a dangerous atmosphere. Lose 1 END.
6	Your continued rivalry with a superior officer has finally reached an impasse. The officer has sought to end your career numerous times and has finally done so. Gain 1 Rival.
7	Injured. Roll on the Injury Table (p.136).
8	You have become involved in a love affair with a fellow crewperson. Unfortunately, this has placed you in the sights of a jealous rival with more seniority in your nation's fleet. This rival has arranged for you to be released from the navy. Gain 1 Enemy.
9	During a routine shuttle transfer, the shuttle crashes. You have been injured. Gain 2 Benefit rolls and roll on the Injury Table (p.136)
10	Your ship has been destroyed in battle and you are among those being blamed for the loss. Roll on the Injury Table (p.136). You are discharged from the service following an inquiry board. Roll CHA 8+. If you succeed, you are simply drummed out of the navy. If you fail, you will also lose 2 benefit rolls.
11	During a routine psychological profile, you have been deemed to be unfit to be a member of this nation's navy. Despite all your protestations to the contrary, the navy not only forces you to leave the service but also puts a stain on your record. Take a -2 modifier to enter any military, science, or corporate career.
12	A military tribunal finds you guilty of participating in an incident which resulted in a friendly fire attack. Several of your fellow countrypersons were killed in this mistake and the navy forces you out the military. Lose all benefit rolls. Roll CHA 8+. If you succeed, you are simply removed from the navy. If you fail, enter the Prisoner career for two terms.

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	You have been recognized by your nation's navy for exemplary service. Gain 1 benefit roll.
13	You have been chosen to spend part of the next term as an instructor at your nation's naval academy. Gain 2 benefit rolls and a level In Instruction.
14	You spot a fellow crewperson doing something dangerous or illegal. If you choose to turn them in, gain a +2DM to your next Advancement roll. If you choose to instruct them to do otherwise, gain a level in Leadership. If you choose to ignore the action gain a level in Streetwise and an Ally.
15	You have been selected for cross-training in an alternate assignment. Choose an Assignment skill table for an assignment other than your own and roll once.
16	You have become part of a gambling group on board your ship. Roll Gambler 8+. If you succeed, gain 2 extra benefit rolls and a level in either Gambler or Deception (Lie). If you fail, lose 2 benefit rolls.
21	You have been chosen for advanced training. Make a roll on the Advanced Education table.
22	You take part in a boarding raid against a pirate vessel. Roll Gun Combat (Any) or Melee (Any) 8+. If you succeed, gain a level in Gun Combat (Any) or Melee (Any). If you fail, roll on the Injury Table (p.136).
23	Your new commander is extremely strict and is dedicated to details. It's tough for you but you pull through. Gain a level in any skill which you already possess.
24	Your ship is involved in an exploration expedition. Gain a level in your choice of Navigation, Recon, Electronics (Any), or Survival (Any).
25	You have been accused of a crime by a fellow crewperson. The crime is investigated thoroughly, and you are exonerated. However, the crewperson who accused you will not believe the results of the investigation. Gain an Enemy.
26	Barfight! Roll Melee (any) 8+. If you succeed, gain a Contact among your fellow fighters. If you fail, make a roll on the Injury Table (p.136).
31-36	Life Event. Roll on the Life Event Table (p.137).
41-46	Naval Event. Roll on the Naval Event Table (p.249).
51	During a boarding action on a pirate vessel, you and your boarding team locate a small cache of valuable ancient coins. One member of your team suggests stealing the coins. If you go along with the plan to steal the coins, roll Deception (Any) 8+. If you succeed, gain one level in Deception (Any), Stealth, or Streetwise as well as two rolls on the benefits table. If you fail, you gain the team member who suggested the crime as an Ally but lose two levels in rank as a result of the reprimand. If you decide to not go along with the theft, gain a +2 to your next Advancement roll, a -1 to your next survival roll, and gain the team member who suggested the crime as an Enemy.
52	You use your downtime onboard ship to study. Gain a level in Art (Any) or Science (Any).

53	You have been selected to serve for a short time as a transfer to another nation's navy. Gain a level in your choice of Carouse, Diplomat, Language (Any), Persuade, or Science (Any).
54	During a battle or ship accident, a member of your ship's crew is trapped. If you attempt to save them, roll END 8+. If you succeed in saving the crewmember, gain a Contact. If you fail, you must roll on the Injury Table (p.136). If you opt not to attempt to save the crewmember, roll CHA 8+. If you succeed, there is no effect other than your own personal shame. If you fail, receive a demotion in rank.
55	Your ship is called upon to rescue the crew of a ship in trouble in the outer reaches of a system with only a small defense force. Roll Suit (Vacc Suit) 8+. If you succeed, gain a Contact from the crew. If you fail, roll on the Injury Table (p.136).
56	During a visit to a planet, the shuttle on which you are traveling crashes. You are stuck in a wilderness area of the planet and are forced to survive using your wits and training. Suffer one roll on the Injury Table (p.136) but also gain one level in Medic (First Aid), Recon, Survival (Any), or Suit (Vacc Suit).
61	Your ship has been asked to assist a local system in deterring smuggling. During a routine inspection of a merchant ship, the captain of the ship offers you a bribe to not enter his cargo hold. If you opt to take the bribe, roll Deception (Any) 8+. If you succeed, gain one roll on the cash side of the benefit table. If you fail, lose one benefit roll, and suffer a -2DM on your next Advancement roll. If you opt to not take the bribe, your team finds a large cache of drugs which are illegal in this system. You are instantly promoted and gain the merchant captain as an Enemy.
62	You have been selected to serve on board your navy's most famous flagship. Gain a +2DM on your next Advancement roll and an additional roll on your Assignment skill table.
63	During your downtime on the ship, you work hard to improve yourself. Take an extra roll on the Personal Development Table.
64	A superior officer is highly impressed by your performance. They are determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the officer's endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.
65	You have proven yourself to be extremely talented in your field. Gain +1 to all Benefit rolls and your choice of an additional level in any skill which you already possess or a promotion.
66	During a battle against another nation or pirates, you have displayed great heroism. You receive a promotion or a commission (your choice) automatically.

Rank Tables

The following is a chart showing the Clement Sector rank (Enlisted 0-6 and Officer 0-6) and the corresponding rank name in each of the major national navies which were present in Clement Sector at the time of the Conduit Collapse. Not only did navies from the respective nations use these ranks but many of the colonies which came from those nations continued to use these ranks for their system navies and defense forces.

German Navy

Clement Sector Rank	NCO	Officer
0	Matrose	Fanrich
1	Gefreiter	Leutnant
2	Obergefreiter	Oberleutnant
3	Stabsgefreiter	Korvettenkapitän
4	Maat	Fregattenkapitan
5	Obermaat	Flottillenadmiral
6	Hauptbootsman	Admiral

British Navy, Canadian Navy, and Australian Navy

Clement Sector Rank	NCO	Officer
0	Crewman	Midshipman
1	Able Spacehand	Lieutenant
2	Leading Hand	Lieutenant Commander
3	Petty Officer, 2nd Class	Commander
4	Petty Officer, 1st Class	Captain
5	Chief Petty Officer	Commodore
6	Warrant Officer	Admiral

United States, Republic of Texas, and Southern Alliance

Clement Sector Rank	NCO	Officer
0	Spaceman Recruit	Ensign
1	Spaceman	Lieutenant
2	Petty Officer, 3rd Class	Lieutenant Commander
3	Petty Officer, 2nd Class	Commander
4	Petty Officer, 1st Class	Captain
5	Chief Petty Officer	Rear Admiral
6	Master Chief Petty Officer	Admiral

Russian Navy

Clement Sector Rank	NCO	Officer
0	Recruit	Midshipman
1	Matros	Lieutenant
2	Senior Matros	Senior Lieutenant
3	Starshina 2nd Class	Captain, 2nd Rank
4	Starshina 1st Class	Captain, 1st Rank
5	Chief Starshina	Counter Admiral
6	Chief Ship Starshina	Admiral

People's Liberation Army Navy (China)

Clement Sector Rank	NCO	Officer
0	Shui Bing	Hai Jun Shao Wei
1	Hai Jun Shang Deng Bing	Hai Jun Shang Wei
2	Hai Jun Xia Shi	Hai Jun Shao Xiao
3	Hai Jun Zhong Shi	Hai Jun Zhong Xiao
4	Hai Jun Shang Shi	Hai Jun Shang Xiao
5	Hai Jun Si Ji Jun Shi Zhang	Hai Jun Shao Jiang
6	Hai Jun Yi Ji Jun Shi Zhang	Hai Jun Shang Jiang

Japanese Navy

Clement Sector Rank	NCO	Officer
0	Santo Kaishi	Santo Kaii
1	Nito Kaishi	Itto Kaii
2	Itto Kaishi	Santo Kaisa
3	Santo Kaiso	Nito Kaisa
4	Nito Kaiso	Itto Kaisa
5	Itto Kaiso	Kaishoho
6	Kaisocho	Kaisho

French Navy

Clement Sector Rank	NCO	Officer
0	Matelot Brevete	Aspirant
1	Quarlier Maitre de 2eme Classe	Lieutenant de vaisseau
2	Quarlier Maitre de 1ere Classe	Capitaine de corvette
3	Second-maître	Capitaine de frégate
4	Maître	Capitaine de vaisseau
5	Premier-maître	Contre-Amiral
6	Major	Amiral

Brazilian Navy

Clement Sector Rank	NCO	Officer
0	Marinheiro	Primeiro-Tenente
1	Cabo	Capitão-Tenente
2	Terceiro-Sargento	Capitão-de-corveta
3	Segundo-Sargento	Capitão-de-fragata
4	Primeiro-Sargento	Capitão-de-mar-e-guerra
5	Subtenente	Contra-almirante
6	Suboficial	Almirante

Kenyan Navy

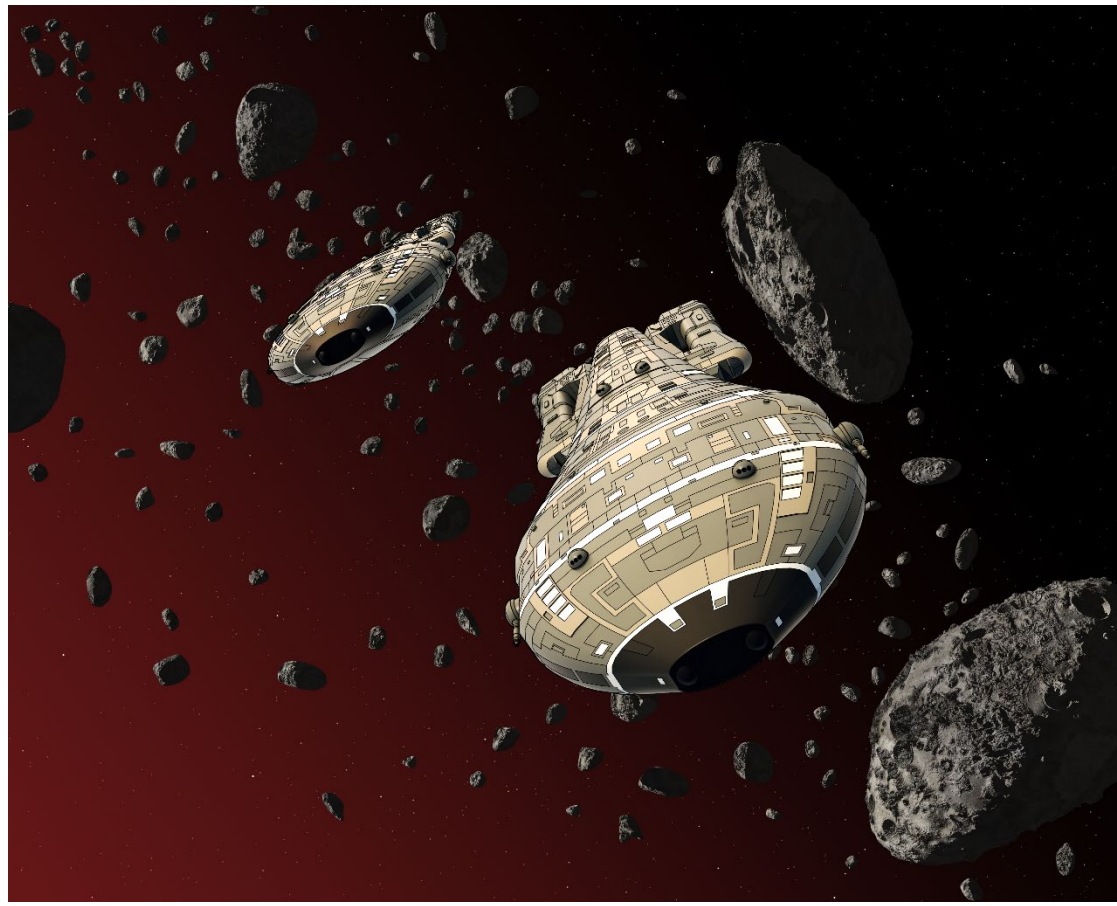
Clement Sector Rank	NCO	Officer
0	Private	Second Lieutenant
1	Corporal	Lieutenant
2	Sergeant	Captain
3	Master Sergeant	Major
4	Senior Sergeant	Colonel
5	Warrant Officer II	Brigadier
6	Warrant Officer I	General

Pan-Islamic Caliphate Navy

Clement Sector Rank	NCO	Officer
0	Jundi Awwal	Mulazim
1	Arif	Naqib
2	Raqib	Raid
3	Raqib Awwal	Muqaddim
4	Raqib Thani	Aqid
5	Musaid	Lima
6	Musaid Thani	Fariq

Naval Events Table

2d6	Result
2	Injured. Roll once on the Injury Table (p.136).
3	You are selected for special training. Roll once on the Advanced Education Table.
4	You discover a special bond with one of crewmates. Gain an Ally.
5	You are stuck at the base for the majority of the time. Roll EDU 8+. If you succeed, gain a level in Art (Any) or Science (Any) as you spend time studying.
6	The service has been good to you. The government gives a military bonus. Gain 2 benefit rolls.
7	You've made some good friends in the service. Gain a Contact.
8	You have a great time on shore leave. Gain a level in Carouse, Gambler, or Streetwise.
9	You have greatly angered a superior. Gain an Enemy and take a -2 DM on your next Advancement roll.
10	You spend time studying to better your chances of gaining a promotion. If you are enlisted, roll to be Commissioned and take +2 DM. If you are currently an Officer, roll once on the Officer Skills Table and take a +2 DM to your next Advancement roll.
11	You have developed a rivalry with someone in your unit. Their jealousy causes them to become your Rival.
12	You have won a special commendation for actions above and beyond the call of duty. Gain +2 DM on your next Advancement roll.



Orbital Construction

Enlistment: END 8+
If the character's apparent age is 40+, take a -2 modifier to this roll.

Assignment:
Suitjockey – You are a member of a team which works building the outer shell of orbital habitats.

Jobber – You a member of a team which builds the internal living spaces of orbital habitats.

Lifter – You are a member of a team which operates small craft carrying cargo and movie large objects to and from construction sites.

Career Progress

Career	Survival	Advancement
Suitjockey	END 7+	INT 7+
Jobber	END 6+	EDU 7+
Lifter	DEX 7+	EDU 7+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	0	+1 DEX
2	250	+1 STR
3	500	+1 END
4	1000	+1 CHA
5	2000	Toolkit
6	3000	Vacc Suit
7	5000	Company Share

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Admin	Language (Any)
2	+1 DEX	Athletics (Climbing)	Art (Any)
3	+1 END	Carouse	Broker
4	+1 INT	Suit (Vacc Suit)	Etiquette
5	+1 EDU	Trade (Any Construction Related)	Diplomat
6	+1 CHA	Mechanic	Instruction

Roll	Assignment: Suitjockey	Assignment: Jobber	Assignment: Lifter
1	Engineer (Life Support or Power)	Engineer (Life Support or Power)	Mechanic
2	Survival (Freefall, Low Gravity, or Low Pressure)	Survival (Freefall, Low Gravity, or Low Pressure)	Drive (Wheeled or Tracked)
3	Trade (Space Construction)	Electronics (Any)	Flyer (Grav)
4	Electronics (Any)	Trade (Any Construction Related)	Pilot (Small Craft)
5	Suit (Vacc Suit)	Suit (Vacc Suit)	Suit (Vacc Suit)
6	Jack of All Trades	Jack of All Trades	Engineer (Any)

Ranks and Benefits

Rank	Suitjockey Benefit	Jobber Benefit	Lifter Benefit
0	Survival (Freefall) 1	Survival (Freefall) 1	Pilot (Small Craft) 1
1	Suit (Vacc Suit) 1	Suit (Vacc Suit) 1	Suit (Vacc Suit) 1
2	Trade (Space Construction) 1	Trade (Any Construction Related) 1	Mechanic 1
3			
4	Engineer (Power) 1	Engineer (Life Support) 1	Admin 1
5	Admin 1	Admin 1	
6	Leadership 1	Leadership 1	Leadership 1

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	It has become apparent that you are not cut out for this kind of work. Simply leave the career.
4	The local economy takes a downturn. All construction projects are canceled. Lose 1 Benefit roll and take a -1DM to your next non-military enlistment roll.
5	Constant arguments with your boss take their toll on your worker-employer relationship. You are released from your contract. Gain 1 Benefit roll as severance.
6	You have been accidentally exposed to a dangerous atmosphere. Lose -2 END.
7	Injured. Roll on the Injury Table (p.136).
8	An accident during construction results in you floating away from your station into space. Though you are eventually rescued, the psychological damage is permanent. Lose -2 INT but gain a level in Suit (Vacc Suit). You may have also developed either a fear of space, open spaces, or being inside a vacc suit.
9	You have been accused of negligence which resulted in the death of a fellow member of your team. Lose 2 Benefit rolls.
10	While working on a new station, you are a hit with a massive dose of radiation from a solar flare. Lose 1 from your END.
11	An accident with your suit or on board your station or ship results in decompression. Take a -1 END penalty.
12	While working on the newest project, the construction site is attacked by rebels, terrorists, or pirates. Roll 8+ on your choice of Gun Combat (Any), Deception (Any), or Stealth. If you succeed, you are able to get away, but the project manager releases you as they have lost so much money in the attack that the projects will no longer continue. If you fail, roll once twice on the Injury Table (p.136) but otherwise the result is the same.

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	The construction trade enters a slowdown. You are kept on as an employee but are forced to move into the head office and assist with administration. Gain a level in Admin.
13	You spend a lot of your downtime getting into trouble. Gain a level in Carouse, Deception (Any), Gambler, or Streetwise.
14	Due to a shortage of employees, you have been forced to work outside your normal assignment. Choose an Assignment skill table for which you are not assigned and roll for a skill.
15	You spend a lot of your downtime at the gun range. Gain a level in Gun Combat (Any).
16	Construction sites are often unruly places. Gain a level in Deception (Any), Melee (Any), or Streetwise.
21	You are awash in a sea of regulations and local codes. Gain a level in Advocate (Legal or Politics).
22	You have been sent to a planetside construction job. Gain a level in your choice of Explosives, Navigation, or Survival (Any).
23	You have become part of a gambling circle. Roll Gambler 8+. If you succeed, gain 2 extra benefit rolls and a level in either Gambler, Deception (Lie), or Persuade. If you fail, lose 2 benefit rolls.
24	You are often chosen to perform jobs outside your comfort zone. Gain a level in Jack of All Trades.
25	Barfight! Roll Melee (Any) 8+. If you succeed, gain a Contact among your fellow fighters. If you fail, make a roll on the Injury Table (p.136).
26	One of your coworkers is a gossip. They find out some damaging information about you and your past and spreads it around. Gain a Rival and a -2 DM to your next Advancement roll.
31-36	Life Event. Roll on the Life Event Table (p.137).
41	You use some of your downtime to pursue a hobby. Gain a level in Animals (Riding), Art (Any), or Science (Any).
42	You see a fellow team member doing something dangerous or illegal. If you choose to turn them in, gain +2 to your next Advancement roll. If you choose to instruct them to do otherwise, gain a level in Leadership or a roll on the service skills table. If you choose to ignore the action, gain an Ally.
43	It is often necessary to have to repair your own equipment while working. Gain a level in Mechanic.
44	One of your coworkers is politically active in several causes. They talk constantly about it. This position is popular among the workers but not popular among the owners of the business. If you decide to side with the coworker in their cause, gain an Ally but lose -2 DM to your next Advancement roll. If you decide to side with the employers over the coworker, gain a +2 DM to your next Advancement roll but gain a Rival in the coworker. If you attempt to ignore the coworker, gain the coworker as a Rival, and gain a level in Etiquette.

45	You have been working extra hard to get things just right. Roll for an additional skill on the Service Skills table.
46	Due to bad planning by your project manager, the job has run over budget. The project manager feels the need to cut back by taking out some of your pay. Lose 1 Benefit roll but take a +2 DM to your next Advancement roll.
51	Your construction group puts together a sports team for a local league. Gain +1 STR, DEX, or END.
52	You have been chosen for advanced training. Make a roll on the Advanced Education table.
53	You have learned basic first aid. Gain a level in Medic (First Aid)
54	You have been assigned to assist the cook staff. Gain a level in Chef.
55	You have been chosen to be part of the training staff for your organization. Gain 2 Benefit rolls and a level in Instruction.
56	While working on the newest project, you take note of some shoddy construction practices by your project manager. This clearly violates several local codes and could place people in danger. If you decide to turn the project manager in to the local authorities, gain a level in Advocate (Legal) but take a -4 DM to your next Advancement roll. If you decide to ignore it, gain the project manager as an Ally as well as a +4 DM to your next Advancement roll and two Benefit rolls. However, roll 1d6. On a result of three or less, the shoddy practice results in the death of several people 1d6 years later. The local government blames you and your team. The Referee should choose a system in Clement Sector for this to have occurred. Local government will not allow the character to visit the world again or they will have the character arrested for reckless endangerment.
61	You are part of the job bidding process for a new project. Gain a level in Broker.
62	Your team comes from many diverse backgrounds. Gain a level in Language (Any).
63	Excellent work by your team this term results in a bonus. Immediately make 2 cash Benefit rolls. If the result of any of these rolls is 0, roll again.
64	You have worked to hone your skillset. Gain a level in any skill which you already possess.
65	A superior is highly impressed by your performance. They are determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.
66	The project turns out to be one of the most recognized structures in all of Clement Sector. Gain 3 Benefit rolls and a +1 modifier to all Benefit rolls made in this career as your team is hailed as a success.

Pirate

Enlistment: INT 6+

Assignment:
Crew – You are one of the command crew on a pirate vessel.

Boarder – You are one of the people that goes over to target vessels to steal their cargo or subdue their crew.

Gunner – You are one of the people tasked with using the ship's weaponry to defend your ship or damage a targeted vessel.

Engineer – You are one of the people tasked with maintaining the pirate vessel.

Career Progress

Career	Survival	Advancement
Crew	END 7+	EDU 7+
Boarder	DEX 7+	INT 7+
Gunner	DEX 7+	EDU 7+
Engineer	INT 7+	EDU 7+

Commission: INT 8+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	0	+1 END
2	0	+1 INT
3	5000	+1 DEX
4	10,000	Vacc Suit
5	10,000	Weapon
6	25,000	1 Prize Share
7	50,000	2 Prize Shares

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)	Officer Skills
1	+1 STR	Suit (Vacc Suit)	Science (Any)	Language (Any)
2	+1 DEX	Gun Combat (Any)	Medic (Any)	Persuade
3	+1 END	Deception (Any)	Broker	Tactics (Naval)
4	+1 INT	Survival (Any)	Investigate	Broker
5	+1 EDU	Streetwise	Language (Any)	Instruction
6	Athletics (Any)	Melee (Any)	Interrogation (Any)	Leadership

Roll	Assignment: Crew	Assignment: Boarder	Assignment: Gunner	Assignment: Engineer
1	Admin	Pilot (Small Craft)	Admin	Admin
2	Astrogation	Tactics (Military)	Gun Combat (Any)	Mechanic
3	Electronics (Any)	Gun Combat (Any)	Gunner (Any)	Electronics (Any)
4	Pilot (Any)	Melee (Any)	Electronics (Any)	Engineer (Any)
5	Gunner (Any)	Explosives	Mechanic	Science (Any)
6	Mechanic	Draw	Tactics (Naval)	Suit (Vacc Suit)

Ranks and Benefits

Enlisted Benefits

Rank	Crew	Boarder	Gunner	Engineer
0	Electronics (Any) 1	Suit (Vacc Suit) 1	Gunner (Any) 1	Mechanic 1
1		Gun Combat (Any) 1		
2	Astrogation 1		Electronics (Sensors) 1	Engineer (M-Drive) 1
3		Melee (Any) 1		
4	Pilot (Any) 1		Tactics (Naval) 1	Engineer (Z-Drive) 1
5		Tactics (Military) 1		
6	Leadership 1	Leadership 1	Leadership 1	Leadership 1

Officer Benefits

Rank	Crew	Boarder	Gunner	Engineer
0	Admin 1	Suit (Vacc Suit) 1	Gunner (Any) 1	Mechanic 1
1		Gun Combat (Any) 1	Admin 1	Admin 1
2	Astrogation 1	Tactics (Military) 1	Electronics (Sensors) 1	Engineer (M-Drive) 1
3	Broker 1		Tactics (Naval) 1	Engineer (Z-Drive) 1
4	Pilot (Any) 1	Explosives 1		
5				
6	Leadership 1	Leadership 1	Leadership 1	Leadership 1

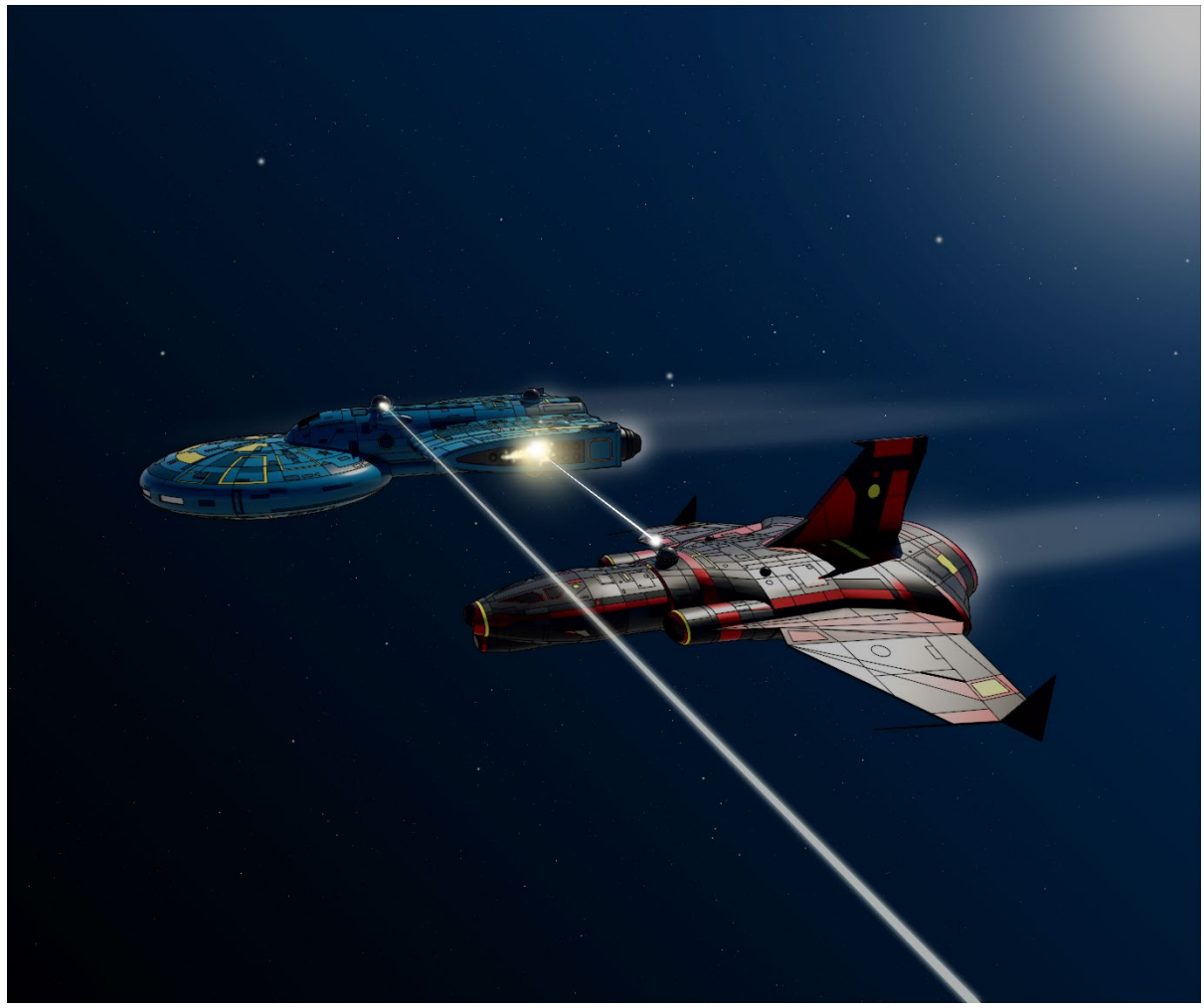
Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	You have been accused of negligence which resulted in the death of a fellow crew member. Lose 2 Benefit rolls.
4	A Zimm drive accident strands you and your crewmates in a system with no colony. You are forced to spend 2d6 months attempting to survive. Gain a level in Survival (Any), Animals (Any), Suit (Vacc Suit), or Navigation.
5	You are accidentally exposed to a dangerous atmosphere. Lose 1 END.
6	Your ship is irreparably damaged in a fight with a system defense ship. Roll twice on the Injury Table (p.136). You and your crewmates can sell the ship for scrap and gain three Benefit rolls each.
7	Injured. Roll on the Injury Table (p.136)
8	Your crewmates sell you out to a rival pirate group or a system defense squadron. You are severely beaten and must roll once on the Injury Table (p.136). You gain your former crew as an Enemy and will be unable to visit the system in which you were caught in the future.
9	The secret pirate base you have been using has been compromised and marines from a nearby system are raiding the base. You escape the raid but have been injured and you vow to leave piracy behind forever. Roll once on the Injury Table (p.136), gain a level in Stealth, and lose 3 Benefit rolls.
10	Your ship has been destroyed in battle and you are among those being blamed for the loss. Roll on the Injury Table (p.136). You are abandoned at the next port. Lose three Benefit rolls and immediately enter the Vagabond career (p.290).
11	Your mates become infuriated with you and force you to “walk the plank”. They place you in a faulty vacc suit and toss you out of an airlock. Luckily, a passing merchant ship sees you on their sensors and rescues you. They buy your story about being a mechanic whose tether broke off another ship. Unfortunately, your time in the faulty suit has caused you injury. Roll twice on the Injury Table (p.136) and gain a level in Suit (Vacc Suit). You have also lost all your benefit rolls from this career and gained your former crewmates as Enemies.
12	You have been arrested and imprisoned for two terms. Immediately enter the Prisoner career (see p.260) and remain there for two terms. The Referee should choose a world in Clement Sector, Ariel Sector, or Tranquility Sector with a “C” or “D” class port. You will be unable to revisit this world in the future without running into problems from the authorities.

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	You spend a lot of time enjoying yourself during this term. Gain a level in Carouse or Gambler.
13	You have been told that one of your crewmates has been informing a local system defense force concerning your base's whereabouts. If you choose to ignore or disbelieve this, gain the accused party as a Contact. If you choose to inform your superiors, gain a +2 DM to your next Advancement roll. If you choose to investigate the accusation yourself, roll Investigate 8+. If you succeed with this roll, you discover that the accusations are false, and you gain an Ally. If you fail, you believe the accusations to be true and gain an Enemy.
14	During some downtime in Zimmspace, you are able to study several subjects in which you have an interest. Gain one level in Art (Any), Trade (Any), or Science (Any).
15	A boarding action goes wrong. The crew of the merchant ship is well-armed and turns the tide. They have now invaded your ship! Roll 8+ on Gun Combat (Any) or Melee (Any). If you succeed, your crew regards you as a life saver and you gain your superior or two members of your crew as Allies. If you fail, the merchant captain imprisons you in his cargo hold. The merchant captain strands you and your surviving crewmates in the wilderness of a frontier world. It takes you 2d6 weeks to get to civilization. Gain your choice of Animals (Any), Navigation, or Survival (Any).
16	Following an attack on a rival pirate ship, you are able to take a trophy. Gain a weapon of your choice.
21	You have been given an opportunity to hone your criminal skills. Gain a level in Deception (Any) or Streetwise.
22	You and several other members of your crew have been arrested by a world's system defense forces. You are given the opportunity to defend yourself in court. Roll Advocate (Any) or Persuade 8+. If you succeed, you are able to go free and gain a level in the skill you used to defend yourself. If you fail, you are forced to pay a fine and lose two benefit rolls.
23	Many of your crewmates come from different worlds and cultures. Gain a level in Language (Any).
24	Your captain has perfected the art of "playing possum". The captain turns off the power and pretends to be an injured ship. This requires you to take certain precautions. Gain a level in Survival (Freefall) or Suit (Vacc Suit).
25	Your ship has repeatedly attacked the ships of Egata Mining to great success. Gain two benefit rolls and gain the entire security force of Egata Mining as an Enemy.
26	Due to crew shortages, you have been forced to perform several jobs aboard the ship. Gain a level in Jack of All Trades.
31-36	Life Event. Roll on the Life Event Table (p.137).
41	You have spent extra time in the holographic gun range. Gain a level in Gun Combat (Any).

42	During an attack on a merchant ship, your leader is shot and killed. If you continue the attack, gain a level in Leadership and an extra Benefit roll. If you retreat, gain a level in Tactics (Naval or Military) and two members of your group as Allies.
43	The life of a pirate is not all boarding actions and treasure. You have spent a great deal of time keeping up with the records and maintaining the ship or your base. Gain a level in your choice of Admin or Broker.
44	You have become an ardent fan of the holovid show "Superpirate!". As a dedicated "Supie", you have now begun to dress, talk, and act like one of the main characters from the show. You now dress in loud colors, engage in witty banter as you fight, and constantly quote the "pirate code". Gain a level in your choice of Art (Acting), Carouse, or Melee (Blade).
45	The merchant ship you have captured is carrying a load of valuables. Your share in the loot means you are able to make two additional Benefit rolls.
46	A system government is hiring pirates to be privateers and attack the shipping of other rival worlds. Choose a world with a starport of "C" or less within Dade, Dawn, Peel, or Superior subsectors. If you accept, you gain a Contact within that system's government and gain two Benefit rolls. If you decline, you gain an Enemy within that system's government and you will be unable to return to that system safely.
51	Your pirate base has fallen under attack but your pirate mates have repelled the attack. Roll 8+ on Gun Combat (Any), Melee (Any), Gunner (Any), or Tactics (Any). If you succeed, you are an integral part of the base's defense. Gain a choice of either a +2 DM to your next Advancement roll or an extra Benefit roll. If you fail, take both a -2 DM to your next Advancement roll and lose a Benefit roll.
52	The merchant ship which your ship has captured has an unusual cargo and you are part of the crew which watches after this cargo. Gain a level in Animals (Any) or Science (Any).
53	You are forced to assist in emergency repairs on your ship. Roll 8+ on Engineer (Any) or Mechanic. If you succeed, gain a level in the skill used. If you fail, lose one benefit roll as your crew loses confidence in your abilities and dedication.
54	You have gained an impressive reputation as a great pirate. You must now give yourself a nickname. If this nickname impresses your Referee, you will gain +2 CHA and a Rival in another pirate group. If it fails to impress, lose -1 CHA. In either case, the nickname follows you throughout your career.
55	The merchant ship you have raided turns out to be a slave ship. Gain an Ally for life among the extremely grateful uplift or altrant slaves which have been released.
56	During your time in Zimmspace, you are able to train. Gain a level in Athletics (Any) or increase your STR, DEX, or END by 1.
61	Your ship is short on crewmembers. You are forced to spend time working at a specialty which you would not normally perform. Make one roll on an Assignment skill table which is not the one to which you are currently assigned.
62	There is a gambling circle on your ship or at your base. Roll Gambler 8+. If you succeed, you have earned two extra Benefit rolls and gained a reputation as quite a "card shark". If you fail, lose three Benefit rolls and gain a reputation as a bit of a push-over.
63	You train yourself in first aid. Gain a level in Medic (First Aid).
64	The merchant ship you have captured appears to have nothing in the cargo hold. Upon closer inspection, the ship has a hidden compartment which contains two large bottles of a green liquid. The liquid has an entrancing appearance. If your character examines one of the bottles, roll 1d6.

	On a result of a 1, the liquid is a powerful explosive which goes off once it is disturbed. Roll once on the Injury Table (p.136). On a roll of 2-5, the liquid is a famous alcoholic beverage which is widely regarded as an aphrodisiac. You can keep it or sell it. If you sell it, roll Broker 8+. If you succeed, gain three benefit rolls. If you fail, gain only one. On a roll of a 6, the liquid is the home of a strange alien animal. If kept, the character will gain +2 to all Advancement rolls for as long as the character keeps the bottles. If the character sells the bottles, gain two benefit rolls and an additional +1 to those rolls.
65	A famous pirate sees promise in you and decides to take you on as their protégé. Gain +1 CHA and your choice of Advocate (Any) 1, Broker 1, Carouse 1, Deception (Any) 1, Diplomat 1, Investigate 1, Leadership 1, Persuade 1, Streetwise 1 or Tactics (Any) 1.
66	The latest ship captured by your group has a very valuable cargo on board. Gain +4 DM to your next Advancement and three additional Benefit rolls. Gain a +1 to all Benefit rolls associated with this career.



Prisoner

Enlistment: You will only join this career if you have been sent here during character generation or within the course of a campaign. You will serve an amount of terms as noted in the event which sent you here unless events within this career increase or decrease your time in prison.

Assignment:

Prisoner – You have been imprisoned after being convicted of committing a crime.

Career Progress

Career	Survival	Advancement
Prisoner	END 8+	STR 8+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	0	None
2	0	None
3	0	Contact
4	0	Ally
5	0	+1 STR
6	500	+1 END
7	1000	+1 CHA

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Carouse	Art (Any)
2	+1 DEX	Deception (Any)	Advocate (Legal)
3	+1 END	Melee (Any)	Electronics (Any)
4	+1 INT	Persuade	Leadership
5	+1 EDU	Streetwise	+1 EDU
6	Athletics (Any)	Gambler	Jack of All Trades

Roll	Assignment: Prisoner
1	Stealth
2	Interrogation (Any)
3	Carouse
4	Melee (Any)
5	Mechanic
6	Streetwise

Ranks and Benefits

Rank	Prisoner Benefit
0	Melee (Any); Stash
1	Streetwise 1
2	
3	
4	
5	
6	Jack of All Trades 1

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	A group of toughs in your cell black have chosen you to be their punching bag for the evening. Roll Melee (Unarmed Combat) 8+ to fend off their attacks. If you succeed, you are able to escape. If you fail, roll twice on the Injury Table (p.136). In either case, gain this group of toughs as an Enemy.
4	You have contracted a disease. Take a -2 END penalty.
5	A group purporting to be aid workers is actually a government medical experiment on prisoners. Roll 1d6. On a roll of 1, the drugs make you permanently sick and decrease your END by 2. On a roll of 2-5, the drugs do nothing. On a roll of 6, the drugs increase your STR and END by 1, but you are now addicted to this drug and will constantly be seeking another dose.
6	You have become addicted to drugs or alcohol which is being created in or smuggled into the prison.
7	Injured. Roll on the injury table (p.136).
8	The guards clean your room and find your stash. Lose everything in your stash and lose all Benefit rolls collected before this point in this career.
9	A powerful prison lord determines that you will be his new servant. If you allow this to happen, take a -2 CHA penalty. If you try to fight this result, roll Melee (Any) 8+. If you succeed, you get out of the arrangement and gain +1 CHA. If you fail, roll on the Injury Table (p.136), become the prison lord's servant, and take a -3 CHA penalty. Alternatively, if you have more than one item in your Stash, you may trade all the contents of your Stash for your freedom. In all cases, gain the Prison Lord as an Enemy.
10	The prison has unsafe conditions which no one tries to address. The atmosphere is unsafe due to bad building materials or poor atmosphere. Decrease END by 2.
11	One of your friends turns on you. Gain an Enemy. If you have gained a Contact or Ally within this career, they will become the Enemy. The group they join roughs you up and steals your stuff. Roll on the Injury Table (p.136) and lose the contents of your Stash.
12	A group of prisoners is attempting to escape. If you join them, roll Stealth 8+. If you succeed, you have escaped and must choose a new homeworld. If you fail, you are caught and must serve an additional term as a Prisoner. If you do not join them and tell no one, you gain a +2DM to your next Advancement roll in this career and 1000 credits in your Stash. If you tell the guards, take 1 term off your prison sentence (you will go free if you have 1 term or less left) but gain the escaping prisoners as Enemies.

Please note that, unlike all other careers, a Mishap in the Prisoner career does not force you to leave the career. You must remain in the career despite the Mishap.

D66	Events
11	Disaster Occurs. Roll on the Mishap table.
12	You are allowed to take a class which teaches bookkeeping. Gain a level in Admin.
13	You've been working to gain an appeal. Roll Advocate (Legal) 8+. If you succeed, you have gotten a new trial but are forced to be your own lawyer. Roll Advocate (Legal) 8+. If you succeed in this second task, lessen your sentence by one term (if you have one term or less left, you go free). Fail In either of these tasks, add one term to your sentence.
14	A war breaks out on the world in which you are imprisoned. The government offers amnesty to those who will join the system defense forces. If you accept, the rest of your prison sentence is commuted, and you must spend the next two terms in the world's system defense forces' troopers (see p.279). If you do not accept, continue in this career.
15	You are a model prisoner, and you are freed despite any further terms you were to serve as a Prisoner. However, you lose all Benefit rolls from this career. You are so poor that you must now immediately enter the Vagabond career (p.290).
16	A situation has arisen within the prisoner (a fight with a guard, being found with contraband, etc.) which has gotten you in a lot of trouble. It is so bad that you must spend an additional term in prison. It is up to the player as to whether the character actually did the crime. If the character is being framed, they should gain an Enemy. Add another term to the character's prison sentence.
21	You have been allowed study time. Gain a level in Advocate (Any), Language (Any), or Science (Any).
22	You've become friends with several members of your cell block. Gain 1d3+1 Contacts. Roll 1d6 for each Contact. On a 5-6, that Contact becomes an Ally.
23	You've found a knife. Add it to your Stash and add +1 to all Melee checks in this career as long as the knife is in your Stash.
24	You get into a disagreement with a fellow inmate. Roll Melee (Any) 8+. If you succeed, gain an Enemy. If you fail, gain an Enemy and lose the contents of your Stash.
25	Over time, you've learned to patch yourself. Gain a level in Medic (First Aid).
26	You have angered a group of prisoners. The group takes their revenge on you by beating you. Roll Melee (Any) 8+. If you succeed, you are able to defend yourself. Gain a level in Melee (Any). If you fail, you have been beaten mercilessly. Roll twice on the Injury Table (p.136).
31-36	Life Event. Roll on the Life Event Table (p.137). Treat a result of 3 as adding a term to your sentence.
41	The prison seeks to reform you by teaching you a trade. Gain a level in Trade (Any).
42	You spend a lot of time in the prison yard exercising. Gain +1 to STR, DEX, or END or gain a level in Athletics (Any).
43	The prison has a work detail and you've been placed on it. Gain a level in Animals (Farming), Electronics (Electrical Repair), Engineer (Life Support or Power), Leadership, Mechanic, Chef, or Trade (Construction).
44	You have become involved in a gambling group. You may bet anything that you have in your Stash. Roll Gambler 8+. If you succeed, gain double what you put in (a knife in, 2 knives out; 100 credits in, 200 credits out). If you fail, lose the item bet and another item in your Stash. If you have nothing in your Stash to lose, roll once on the Injury Table (p.136).

45	You steal a science textbook. Gain a level in Science (Any) or +1 EDU for every term in this career that you have the book in your Stash.
46	You pick up a lot of pointers on new methods for criminal activity. Gain a level in Deception (Any) or Streetwise.
51	You must be sneaky. Gain a level in Stealth.
52	You've become friendly with some fellow inmates. Gain a level in Carouse or 1d3 Contacts.
53	You've found 100 credits. Add it to your Stash.
54	One of the guards is willing to allow you to speak to a Contact outside of the prison using their handcomp. The Contact sends 1d6 x 100 Credits, half of which will be kept by the guard and the other half goes into your Stash.
55	A prison riot breaks out. If you participate, roll Melee (Any) 8+. If you choose not to participate, gain a Contact among the guards. If you succeed, gain a level in Melee (Any), Persuade, or Leadership. Alternatively, you may add +1 to your CHA or add a knife to your Stash. If you fail, roll twice on the Injury Table (p.136) and gain an additional term as a prisoner.
56	You get into a lot of fights. Gain a level in Melee (Any) or take +1 to STR or END.
61	You've found some contraband worth 1d6 x 100 credits. Add it to your Stash.
62	You've been doing what you must to survive. Roll on any skill table from this career.
63	You have to be mentally flexible in bad situations. Gain a level in Jack of All Trades.
64	Your lawyer has found evidence which shows you to be wrongly accused. This will allow you to be released immediately. You are now freed and may enter a new career.
65	You have worked hard. Gain your choice of an additional level in any skill which you already possess or a promotion in Rank.
66	You have stayed on your best behavior in this term. Gain an automatic Advancement and +1 to all Benefit rolls for this career.

Sports

Enlistment: DEX 8+
If the character's apparent age is 40+, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered before this one.

Assignment:
Athlete – You are someone who makes a living engaging in a sport.

Coach – You are one of the people directing athletes from the sidelines or the spotter's booth.

Career Progress

Career	Survival	Advancement
Athlete	DEX 8+	END 8+
Coach	INT 8+	EDU 8+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	1000	+1 DEX
2	2500	+1 END
3	5000	+1 CHA
4	10,000	Contact
5	20,000	Ally
6	50,000	Pension
7	100,000	Company Share

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Melee (Any)	Admin
2	+1 DEX	Discipline	Etiquette
3	+1 END	Carouse	Broker
4	+1 INT	Athletics (Any)	Tactics (Sport)
5	+1 EDU	Tactics (Sport)	Art (Any)
6	+1 CHA	Leadership	Advocate (Any)

Roll	Assignment: Athlete	Assignment: Coach
1	Carouse	Admin
2	Discipline	Advocate (Oratory)
3	Medic (First Aid)	Tactics (Sport)
4	Athletics (Any)	Instruction
5	Leadership	Broker
6	Tactics (Sport)	Persuade

Ranks and Benefits

Rank	Athlete Benefit	Coach Benefit
0		Persuade 1
1	Discipline 1	Tactics (Sport) 1
2	Tactics (Sport) 1	
3		Broker 1
4	Broker 1	Instruction 1
5		
6	Leadership 1	Advocate (Any) 1

Mishaps

2d6	Mishap
2	You have been severely injured. Roll twice on the Injury Table (p.136).
3	You have been accused of cheating. It is up to the player if this accusation is true or not. In either case, the accusation is so damaging that your career is over. Lose 2 Benefit rolls.
4	You have become embroiled in a scandal which has so damaged your reputation that your current club fires you and no other club will touch you. Your career is over. Lost all Benefit rolls gained in this career.
5	You have simply become tired of the game. You no longer feel that you have your competitive edge. Unfortunately, you have waited until this disillusionment or fatigue has begun to show on the field. You leave the game and begin to fade from people's memories.
6	You have simply suffered defeat one too many times. Everyone is saying that you are "washed up" and "yesterday's news". You are asked by your peers, the fans, and the media to find a new profession. Lose 2 Benefit rolls.
7	You have been injured. Roll once on the Injury Table (p.136).
8	It is believed that you were placing bets on the outcome of games in which you were involved. It is up to the player as to whether this is true. The league fires you and refuses to allow you to play or coach again. Lose all benefit rolls from this career but gain a level in Gambler.
9	Following a widely watched game, you have accidentally said something publicly which was extremely offensive. You lose your job and take a -2DM to enter your next career in any career other than a military career or vagabond.
10	It is believed by the league that you were using performance enhancing drugs or cyberware to achieve your victories. It is up to the player as to whether this is true. You are removed from this career. Lose all benefit rolls from this career.
11	You have done something so embarrassing on the field or in a press conference after the game that it is widely ridiculed by the media and becomes a catch phrase among the general public. People always remember you for this disaster and it ruins your career. Take a -2DM to enter any career after this one in any career other than a military career or vagabond.
12	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable and your career is over. Lose 1d3 from your choice of STR or END.

D66	Events
11	Something terrible has happened to you. Roll on the Mishap table but you will not be forced to leave this career.
12	You have suffered an attack by a teammate. The attack is so severe that the authorities are called in and the attacker is imprisoned. Gain an Enemy.
13	You are approached by some local criminals with an offer to throw an upcoming game in order for them to win a large bet. They offer to cut you into the action. If you report this to the league or to law enforcement, gain a +2 to your next two Advancement Rolls but gain an Enemy among the criminals. If you agree to the proposition, roll an Athletics (Any) or Tactics (Sports) roll at Difficult. If you succeed, you have gotten away with it and the criminals pay you 100,000 credits. If you fail, you will be removed from this career and lose all Benefit rolls.
14	You have been targeted by a player on another team or an opposing coach. Gain a Rival. If you are an Athlete, roll an Athletics (Any) check at Difficult. If you are a Coach, roll a Tactics (Sport) check at Difficult. If you succeed, you have turned the tables on your rival in a famous game or play. Gain 2 Benefit rolls and +1 CHA. If you fail and you are an Athlete, roll once on the Injury table (p.136). If you fail and you are a Coach, lose one Benefit roll.
15	You have a lot of fun being involved in professional sports. Gain a level in Carouse. Roll 1d6. On a roll of 1-2, you have become addicted to alcohol or a drug (Player's choice, see p.487 for additional ideas).
16	You have taken some downtime to study. Gain a level in Art (Any) or Science (Any).
21	You spend a lot of time working on keeping your statistics correct. Gain a level in Admin.
22	Sports are often a hotbed for illegal activities and it would seem that you have become involved with some questionable people in your retinue. Gain a level in Deception (Any) or Streetwise.
23	You have begun to delve deeply with a local religion. Choose an existing real-world religion, one of the religions listed on p.634 or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain a level in Science (Philosophy). If you are already involved in a religion by getting this or a similar result previously, this reflects a change in your religion.
24	You have become interested in weaponry and take a weapons class. Gain a level in Gun Combat (Any) or Melee (Blade).
25	You have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheeled or Tracked), Flyer (Grav), or Seafarer (Sail or Motorboat).
26	It is very important that you stay on top of your agent, your contract, and your finances. Gain a level in Broker.
31-36	Life Event. Roll on the Life Events Table (p.137)
41	You learn a lot about the laws and regulations of your league. By extension, you also learn a great many of the laws of the world on which you are employed. Gain a level in Admin or Advocate (Legal).
42	You have learned first aid. Gain a level in Medic (First Aid).
43	Another player or coach has decided to make a name for themselves by denigrating your accomplishments. Gain a Rival.
44	You have decided to take a weapons class. Gain a level in Gun Combat (Any).

45 You have earned a nickname. Roll 1d6:

- 1 This nickname is extremely embarrassing to you and is an albatross around your neck for the remainder of your career and possibly your life. Lose -2 CHA.
- 2-3 The nickname is somewhat self-deprecating but in an amusing way that doesn't overly offend you. You just live with it.
- 4-5 The nickname is a fun nickname which aids in your recognition among fans and other players. Gain +1 CHA.
- 6 Your nickname places you among the all-time greats in sports. You are remembered for this name among fans of the sport and even by those who opposed your team. Gain +2 CHA.

46 You do a lot of traveling. Gain a level in Suit (Vacc Suit).

51 In order to relax, you have taken up riding. Gain a level in Animals (Riding).

52 You are sought out by your sport's league to part of a competition committee to discuss future rules changes. Gain +2 to your next Advancement roll and 2 Benefit rolls.

53 Your planetary government has determined that your sport is too dangerous to be played on their world. The sport is outlawed. You may either leave the career and lose one Benefit roll or relocate to another world. If you decide to relocate, choose a nearby world in Clement Sector. Once there, learn the background skills of that world (see p.168).

54 You take the time to learn a second language. Gain Language with a specialty in any language from your homeworld that you do not already speak (see Language tables on p.177).

55 You have received an endorsement deal with a product being sold on your world. You are paid 25,000 credits for the use of your likeness as a hologram in a widely seen advertisement. Roll 1d6.

- 1 The product is an abject failure. The failure of the product drags you down with it. Take a -2 DM to your next Advancement roll.
- 2-3 The product is a success but turns out to be somewhat embarrassing to you due to the type of product. Lose -1 Benefit roll.
- 4-5 The product is a success. The corporation pays you an additional 25,000 credits and you gain an additional Benefit roll.
- 6 The product and the ad campaign are a major success. In addition to a 100,000 credit bonus, you are considered for several other advertisements as well. Gain 2 Benefit rolls and +1 to all Benefit rolls from this career.

56	You have guaranteed a victory in your next match/game. If you are an Athlete, roll Athletics (Any) at Difficult. If you are a Coach, roll Tactics (Sport) at Difficult. If you succeed, you automatically succeed in your next Survival roll and gain a +4 to your next Advancement roll. If you fail, take a -2 to your next Survival and Advancement rolls.
61	You are considered to be one of the leaders of your team or coaching staff. Gain a level in Leadership.
62	Your agent is a genius. Gain two additional rolls on the Benefits table.
63	An athlete or a coach must have something to fall back on when their sports career has ended. Like many before you, you have decided to get into entertainment or the media. Gain a level in Advocate (Any) or Art (Any).
64	You have proven extremely talented in your field. Gain a level in a skill which your character already possesses or an increase in rank.
65	You have proven to be so popular with the fans that the holovid studios want you on board. If you finish your career without failing a Survival roll, you may enter the Celebrity career without an Enlistment roll.
66	You have won the most prestigious sporting award in your sport. Gain three Benefit rolls. In addition, gain a modifier of +6 which must be split up into increments of not more than +2 to use on any Survival or Advancement rolls until it is depleted.

Spy

Enlistment: EDU 8+
If the character's apparent age is 40+, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered before this one.

Assignment:
Agent – You are an agent stationed at an embassy or other location.

Field Operative – You work investigations and security on another world in support of your government.

Deep Cover – You have been placed on another world and are living undercover as a citizen there.

Career Progress

Career	Survival	Advancement
Agent	DEX 8+	INT 8+
Field Op	DEX 8+	EDU 8+
Deep Cover	END 8+	INT 8+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	5000	+1 END
2	7500	+1 INT
3	10,000	+1 EDU
4	20,000	Contact
5	50,000	Weapon
6	75,000	Ally
7	100,000	Pension

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Language (Any)	Art (Any)
2	+1 DEX	Melee (Any)	Etiquette
3	+1 END	Deception (Any)	Diplomat
4	+1 INT	Persuade	Interrogation (Any)
5	+1 EDU	Gun Combat (Any)	Advocate (Any)
6	+1 CHA	Investigate	Electronics (Any)

Roll	Assignment: Agent	Assignment: Field Op	Assignment: Deep Cover
1	Flyer (Any)	Diplomat	Trade (Any)
2	Melee (Any)	Electronics (Any)	Deception (Any)
3	Gun Combat (Any)	Stealth	Gun Combat (Any)
4	Investigate	Recon	Investigate
5	Streetwise	Investigate	Broker
6	Draw	Survival (Any)	Jack of All Trades

Ranks and Benefits

Rank	Agent Benefit	Field Op Benefit	Deep Cover Benefit
0	Investigate 1	Investigate 1	Trade (Any) 1
1	Gun Combat (Any) 1	Deception (Any) 1	Deception (Any) 1
2			Investigate 1
3	Recon 1	Stealth 1	
4			Stealth 1
5	Admin 1	Admin 1	
6	Advocate (Any) 1	Advocate (Any) 1	Jack of All Trades 1

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	Your agency is the victim of budget cuts. You are released from your employment with a severance pay of an additional Benefit roll.
4	Your greatest adversary now appears to have escaped your grasp. Your government decides to place you in a cold berth and bring you back when your services are needed again. Add 2d6 years to your current age and a determination to catch your enemy. If you do not currently have an Enemy, gain one of sufficient status to frighten your government into such a rash action.
5	You were caught and your government has disavowed any knowledge of your actions. You are imprisoned for 1d6 years. Enter the Prisoner career (p.260) for two terms.
6	You have been injured during your most recent mission. Both your own agency and the opposition believe that you have been killed. You must now move to a new home in the frontier sections of Clement Sector to hide. Roll on the Frontier subsector table on p.167. Gain the background skills for that world and immediately enter the Colonist career (p.214).
7	Injured. Roll on the Injury Table (p.136).
8	You are simply tired of the stress and strain. The agency bids you farewell.
9	When you're a spy, sometimes you get burned. Your world's government has arranged with another world's government to banish you. Roll on the Origin chart (p. 167) and ignore any result of Earth. You have been banished to that world and any attempt to escape that planet will result in the wrath of both your own government and that of your new home. Gain both governments as Enemies. Lose all Benefit rolls.
10	A mission goes wrong and you are blamed for it. It is the decision of the player as to whether this was an actual mistake or if the character is being framed. Gain an Enemy within your own agency.
11	You have uncovered hidden information which is damaging to your own government. You are now on the run from your own people. Lose any Contacts which are within your own government and gain your own government as an Enemy. You will be unable to return to your own world until you can resolve this.
12	You have been caught by the opposition. The government of this world imprisons you in a dark site for 1d6+2 years and tortures you frequently. Roll twice on the Injury Table (p.136). Lose all Benefit rolls but add +2 END.

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	Most of your time has been spent sorting documents. Gain a level in Admin.
13	You have spent a lot of time getting yourself from point A to point B on your assignments. Gain a level in Drive (Any), Flyer (Any), Pilot (Small Craft), or Seafarer (Any).
14	Sometimes an agent needs to know these things. Your recent studies give you a level in Science (Any).
15	An assassin has targeted you specifically. Roll your choice of Gun Combat (Any) 8+, Melee (Any) 8+, Deception (Any) 8+, or Stealth 8+. If you succeed, you have escaped the assassin. Gain a level in the skill used. If you fail, roll once on the Injury Table (p.136).
16	You have been chosen for cross-training. Roll once on an Assignment skill table which is not the one to which you are currently assigned.
21	You have spent a lot of time learning the laws of the world government which you have been assigned to study or infiltrate. Gain a level in Advocate (Legal).
22	During a shipboard mission, you are pressed into service as an extra crewmember. Gain a level in Astrogation, Engineer (Any), Gunner (Any) or Electronics (Any).
23	Your ship, shuttle, or vehicle crashes on a remote part of the world to which you been assigned on a mission. Roll Survival (Any) 8+. If you succeed, gain a level in Survival (Any), Navigation, or Suit (Vacc Suit).
24	You have spent a great deal of time cultivating contacts. Gain 1d6+3 Contacts.
25	On a recent mission, you have discovered information which could be damaging to a politician in your own government. If you decide to report this information, roll Advocate (Any) 8+. If you succeed, gain a +2 DM to your next Advancement roll, and gain the politician as an Enemy. If you fail, gain the politician as an Enemy and take a -2 DM to your next Advancement roll. If you decide not to report the information, gain the politician as an Ally and gain a +4 to your next Advancement roll.
26	You have been asked to assist in the defection of a high-ranking member of an opposing government. The defector wishes to bring along a piece of experimental equipment on which they have been working. Roll Deception (Any) 8+. If you succeed, you are able to get the defector and the equipment offworld. Gain a +2 DM to your next Advancement roll and a level in Deception (Any), Recon, or Stealth. If you fail, the defector and the equipment are captured but you are able to escape. Take a -2 DM to your next Advancement roll.
31-36	Life Event. Roll on the Life Event Table (p.137).
41	You have spent a great deal of time training to improve your body. Gain a level in Athletics (Any) or take +1 to your STR, DEX, or END.
42	Your most recent mission required some serious firepower. Gain a level in Explosives, Gunner (Any), or Heavy Weapons (Any).
43	You have spent a lot of time on board starships. Gain a level in Suit (Vacc Suit).
44	A member of your organization sees you as blocking their way to the top of the agency. Gain a Rival.

45	When you are in the field, it is important to be able to repair your own equipment. Gain a level in Mechanic.
46	You have gained ownership of a vehicle which has been greatly modified by your agency. Gain a grav vehicle, wheeled vehicle, or boat and add up to 1d6-3 (minimum 1) weapons (such as a flamethrower or hidden automatic weapons) or tricks (such as a smoke generator, ejector seat, or EMP blaster). In addition, gain a level in the use of that specific vehicle.
51	You have taken time out to pursue a hobby. Gain a level in Art (Any).
52	While you could always use a language program in your mindcomp, you prefer to be able to make it seem more natural. Gain a level in Language (Any).
53	Your agency has learned that the paymaster of a terrorist organization has been going to a casino on a nearby world. The paymaster is an accomplished gambler and often does well enough to increase the shadowy group's treasury. Your agency has sent you to the casino to attempt to learn more information and outplay the paymaster. Roll Gambler 8+. If you succeed, gain a level in Gambler and a fellow gambler as an Ally. If you fail, the shadowy group captures you and tortures you. Roll once on the Injury Table (p.136)
54	While working on your latest mission, you discover information concerning a large corporation which could allow you to make a great deal of money if used correctly. If you decide to use this information in this way, roll Broker 8+. If you succeed, gain four Benefit rolls. If you fail, your superiors are disappointed in you and drop you one level in rank and you will take a -4 DM to your next Advancement roll.
55	During a recent mission, you have become close to an agent of another government. Gain an Ally.
56	You have gained quite a reputation for being able to improvise in any situation. Gain a level in Jack of All Trades.
61	You have spent a great deal of time on your vices. Gain a level in Carouse, Gambler, or Streetwise.
62	You have been assigned a team of agents to work with you. Gain a level in Leadership.
63	You are selected for a special program within your agency which has been working on military-style training. Gain a level in your choice of Gun Combat (Any), Melee (Any), Stealth, or Tactics (Military).
64	Your agency appreciates your services. Gain a +2 DM to your next Advancement roll and two additional Benefit rolls.
65	You have proven extremely talented in your field. Gain a level in a skill which your character already possesses or a promotion.
66	You have performed admirably on this mission. Gain an automatic promotion in rank and a +1 to all Benefit rolls made in this career.

System Defense Forces (Navy)

Enlistment: INT 6+
If the character's apparent age is 40+, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered before this one.

Assignment:
Crew/Line – You served as a crew member or officer in a system defense force.

Engineer – You served as an engineer helping to maintain the engines of a naval vessel.

Gunnery – You served as a weapons specialist on a warship.

Flight – You served as a pilot of a small vessel such as a fighter or shuttle.

Career Progress

Career	Survival	Advancement
Crew/Line	INT 7+	EDU 7+
Engineer	INT 7+	EDU 8+
Gunnery	DEX 7+	EDU 7+
Flight	DEX 8+	EDU 7+

Commission: EDU 7+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	125	+1 END
2	250	+1 DEX
3	500	+1 INT
4	1000	+1 EDU
5	2500	Weapon
6	5000	Contact
7	10,000	Ally

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)	Officer Skills (Officers Only)
1	+1 STR	Carouse	Admin	Admin
2	+1 DEX	Discipline	Advocate (Any)	Etiquette
3	+1 END	Survival (Any)	Science (Any)	Tactics (Naval)
4	+1 INT	Gun Combat (Any)	Medic (Any)	Diplomat
5	+1 EDU	Melee (Any)	Language (Any)	Persuade
6	Athletics (Any)	Suit (Vacc Suit)	Etiquette	Leadership

Roll	Assignment: Line/Crew	Assignment: Engineer	Assignment: Gunnery	Assignment: Flight
1	Admin	Electronics (Any)	Mechanic	Tactics (Naval)
2	Astrogation	Mechanic	Electronics (Any)	Astrogation
3	Pilot (Any)	Engineer (Any)	Gunner (Any)	Pilot (Any)
4	Electronics (Any)	Engineer (Any)	Gunner (Any)	Pilot (Any)
5	Mechanic	Science (Any)	Tactics (Naval)	Electronics (Any)
6	Gunner (Any)	Jack of All Trades	Gun Combat (Any)	Flyer (Any)

Ranks and Benefits

Rank	Line/Crew Enlisted Benefit	Engineer Enlisted Benefit	Gunnery Enlisted Benefit	Flight Enlisted Benefit
0	Electronics (Any) 1	Mechanic 1	Gunner (Turrets) 1	Mechanic 1
1	Discipline 1	Discipline 1	Discipline 1	Discipline 1
2				
3	Astrogation 1	Engineer (M-Drive) 1	Electronics (Sensors) 1	Electronics (Sensors) 1
4				
5	Pilot (Spacecraft) 1	Engineer (Power) 1	Mechanic 1	Pilot (Small Craft) 1
6	Jack of All Trades 1	Engineer (Life Support) 1		

Rank	Line/Crew Officer Benefit	Engineer Officer Benefit	Gunnery Officer Benefit	Flight Officer Benefit
0	Admin 1	Admin 1	Admin 1	Admin 1
1	Electronics (Any) 1	Mechanic 1	Gunner (Any) 1	Pilot (Small Craft) 1
2		Engineer (Z-Drive) 1		
3	Tactics (Naval) 1	Engineer (M-Drive) 1	Tactics (Naval) 1	Electronics (Sensors) 1
4	Astrogation 1	Engineer (Life Support) 1		
5	Leadership 1		Electronics (Sensors) 1	Pilot (Spacecraft) 1
6	Diplomat 1	Leadership 1	Leadership 1	Leadership 1

Rank Titles can be found on p.245. Use the national navy titles which are closest to the origin nation of the world's colonizers.

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	You have been accused of negligence which resulted in the death of a fellow crew member. Lose 2 Benefit rolls.
4	The system government institutes several budget cuts which have caused many to lose their employment with the navy. Sadly, you are among them. Roll CHA 8+. If you fail, you muster out of the navy as usual. If you succeed, gain a +2 modifier to enter another career as your commanding officer writes a letter of recommendation.
5	You are accidentally exposed to a dangerous atmosphere. Lose 1 END.
6	Your continued rivalry with a superior officer has finally reached an impasse. The officer has sought to end your career numerous times and has finally done so. Gain a Rival.
7	Injured. Roll on the Injury Table (p.136).
8	You have become involved in a love affair with a fellow crewperson. Unfortunately, this has placed you in the sights of a jealous rival with more seniority in the defense force. This rival has arranged for you to be released from the navy. Gain an Enemy.
9	During a routine shuttle transfer, the shuttle crashes. You have been injured and will be forced to leave the navy. Roll once on the Injury Table (p.136).
10	Your ship has been destroyed in battle and you are among those being blamed for the loss. Roll on the Injury Table (p.136). You are discharged from the service following an inquiry board. Roll CHA 8+. If you succeed, you are simply drummed out of the navy. If you fail, you will also lose 2 benefit rolls.
11	During a routine psychological profile, you have been deemed to be unfit to be a member of this nation's navy. Despite all your protestations to the contrary, the navy not only forces you to leave the service but also puts a stain on your record. Take a -2 modifier to enter any military, science, or corporate career after leaving the navy.
12	A military tribunal finds you guilty of participating in an incident which resulted in a friendly fire attack. Several of your fellow countrypersons were killed in this mistake and the navy forces you out of the military. Lose all benefit rolls. Roll CHA 8+. If you succeed, you are simply removed from the navy. If you fail, enter the Prisoner career (p.260) for two terms.

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	You have spent a lot of time at the system's main starport. Gain a level in Carouse, Gambler, or Streetwise.
13	You have been recognized by your system's defense force for exemplary service. Gain 1 benefit roll.
14	You spot a fellow crewperson doing something dangerous or illegal. If you choose to turn them in, gain +2 to your next Advancement roll. If you choose to instruct them to do otherwise, gain a level in Leadership or a roll on the service table. If you choose to ignore the action gain a level in Streetwise and an Ally.
15	You have become part of a gambling group at the base or main starport. Roll Gambler 8+. If you succeed, gain 2 extra benefit rolls and a level in either Gambler or Persuade. If you fail, lose 2 benefit rolls.
16	You have been chosen for advanced training. Make a roll on the Advanced Education table.
21	You have been selected for cross-training with another unit. Roll once on an Assignment skill table which is not the one to which you are currently assigned.
22	During some downtime at the base, you have been able to concentrate on your studies. Gain a level in Art (Any), Language (Any) or Science (Any).
23	You have been chosen to spend part of the next term as an instructor at your system's naval academy. Gain 2 benefit rolls and a level in Instruction.
24	You have been accused of a crime by a fellow crewperson. The crime is investigated thoroughly, and you are exonerated. However, the crewperson who accused you will not believe the results of the investigation. Gain an Enemy.
25	Barfight! Roll Melee (Any) 8+. If you succeed, gain a Contact among your fellow fighters. If you fail, make a roll on the Injury Table (p.136).
26	Your new commander is extremely strict and is dedicated to details. It's tough for you but you pull through. Gain 1 level in a skill which you already possess.
31-36	Life Event. Roll on the Life Event Table (p.137).
41-46	Naval Event. Roll on the Naval Event Table (p.249).
51	Problems in the system have been few. This has led to a lot of downtime and deskwork. Gain a level in Admin.
52	You are involved in combat against a major pirate group. Roll 8+ on your choice of Gunner (Any), Pilot (Any), or Engineer (Any). If you succeed, you gain a +2 DM to your next Advancement roll. If you fail, roll once on the Injury Table (p.136).
53	You have spent some extra time at the shooting range. Gain a level in Gun Combat (Any).
54	You have been selected to serve for a short time as a transfer to another system's defense forces. Gain a level in your choice of Carouse, Diplomat, Language (Any), Persuade, or Science (Any).
55	Your ship is called upon to rescue the crew of a ship in trouble in the outer reaches of your system. Roll Survival (Freefall) or Suit (Vacc Suit) 8+. If you succeed, gain a Contact from the extremely grateful crew. In addition, gain a +2 DM to your next Advancement roll. If you fail, roll on the Injury Table (p.136)

56 During a battle or ship accident, a member of your ship's crew is trapped. If you attempt to save them, roll END 8+.

If you succeed in saving the crewmember, gain a Contact.

If you fail, you must roll on the Injury Table (p.136).

If you opt not to attempt to save the crewmember, roll CHA or Persuade 8+. If you succeed, there is no effect other than your own personal shame. If you fail, receive a demotion in rank.

61 You have been engaging in some personal training on the side. Gain a level in Athletics (Any), Melee (Any), or take a +1 to STR, DEX, or END.

62 During a routine inspection of a merchant ship, the captain of the ship offers you a bribe to not enter his cargo hold. If you opt to take the bribe, roll Deception (Any) 8+.

If you succeed, gain one roll on the cash side of the benefit table.

If you fail, lose one benefit roll, and suffer a -2 on your next Advancement roll.

If you opt to not take the bribe, your team finds a large cache of drugs which are illegal in this system. You are instantly promoted and gain the merchant captain as an Enemy.

63 You have been selected to serve on board the defense force's flagship. Gain 1 Benefit roll and an additional roll on your Assignment skill table. Gain +1 to all Benefit roils from this career.

64 A superior officer is highly impressed by your performance. They are determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the officer's endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.

65 You have proven yourself to be extremely talented in your field. Gain your choice of an additional level in any skill which you already possess or a promotion.

66 During a recent action, you have displayed great heroism. You receive a promotion or a commission (your choice) automatically.

System Defense Forces (Troopers)

Enlistment: END 8+
If the character's apparent age is 40+, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered before this one.

Assignment:
Rifleman – You are armed with a combat rifle and the will to fight the enemy.

Reconnaissance – Lightly armed and armored, your role is to scout the enemy, locate them, and call in forces to deal with them.

Heavy Weapons – For those who prefer the big guns, your role is to provide fire support.

Career Progress

Career	Survival	Advancement
Rifleman	DEX 7+	INT 8+
Recon	DEX 8+	EDU 8+
Hvy Weaps	END 7+	INT 8+

Commission: EDU 7+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	125	+1 END
2	250	+1 DEX
3	500	+1 INT
4	1000	+1 EDU
5	2500	Weapon
6	5000	Contact
7	10,000	Armor

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)	Officer Skills (Officers Only)
1	+1 STR	Discipline	Medic (Any)	Admin
2	+1 DEX	Melee (Any)	Flyer (Any)	Instruction
3	+1 END	Mechanic	Electronics (Any)	Etiquette
4	+1 INT	Gun Combat (Any)	Science (Any)	Persuade
5	+1 EDU	Navigation	Advocate (Any)	Tactics (Military)
6	Athletics (Any)	Survival (Any)	Tactics (Military)	Leadership

Roll	Assignment: Rifleman	Assignment: Recon	Assignment: Heavy Weaps
1	Athletics (Any)	Athletics (Any)	Drive (Tracked or Wheeled)
2	Navigation	Electronics (Any)	Gun Combat (Any)
3	Melee (Any)	Recon	Heavy Weapons (Any)
4	Gun Combat (Any)	Gun Combat (Any)	Explosives
5	Survival (Any)	Survival (Any)	Survival (Any)
6	Electronics (Any)	Stealth	Electronics (Any)

Ranks and Benefits

Enlisted Benefits

Rank	Rifleman Benefit	Recon Benefit	Heavy Weapons Benefit
0	Gun Combat (Slug Rifle) 1	Recon 1	Heavy Weapons (Any) 1
1	Discipline 1	Discipline 1	Discipline 1
2			Gun Combat (Any) 1
3	Mechanic 1	Stealth 1	
4			
5	Survival (Any) 1	Survival (Any) 1	Survival (Any) 1
6	Leadership 1	Leadership 1	Leadership 1

Officer Benefits

Rank	Rifleman Benefit	Recon Benefit	Heavy Weapons Benefit
0	Gun Combat (Slug Rifle) 1	Recon 1	Heavy Weapons (Any) 1
1	Persuade 1	Persuade 1	Persuade 1
2	Tactics (Military) 1	Tactics (Military) 1	Tactics (Military) 1
3	Survival (Any) 1	Survival (Any) 1	Survival (Any) 1
4	Leadership 1	Leadership 1	Leadership 1
5			
6	Advocate (Any) 1	Advocate (Any) 1	Advocate (Any) 1

Military Events Table

2d6	Result
2	Injured. Roll once on the Injury Table (p.136)
3	You are selected for special training. Roll once on the Advanced Education Table.
4	You discover a special bond with another force member. Gain an Ally.
5	You are stuck at the base most of the time. Roll EDU 8+. If you succeed, gain a level in Art (Any) or Science (Any) as you spend time studying.
6	The service has been good to you. The government gives a military bonus. Gain 2 Benefit rolls.
7	You've made some good friends in the service. Gain a Contact.
8	You have a great time on leave. Gain a level in Carouse, Gambler, or Streetwise.
9	You have greatly angered a superior. Gain an Enemy and take a -2 DM on your next Advancement roll.
10	You spend time studying to better your chances of gaining a promotion. If you are enlisted, roll to be Commissioned and take +2 DM. If you are currently an Officer, roll once on the Officer Skills Table and take a +2 DM to your next Advancement roll.
11	You have developed a rivalry with someone in your unit. Their jealousy causes them to become your Rival.
12	You have won a special commendation for actions above and beyond the call of duty. Gain +2 DM on your next Advancement roll.

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	A senior officer that is within your chain of command takes a dislike to you and files a succession of negative performance reports. Gain an Enemy.
4	Budget cuts from your home government have caused many to lose their employment with the security forces. Sadly, you are among them. Roll CHA or Persuade 8+. If you fail, you muster out of the force as usual. If you succeed, gain a +2 modifier to enter another career as your commanding officer writes a letter of recommendation.
5	You have become involved in a love affair with a fellow soldier. Unfortunately, this has placed you in the sights of a jealous rival with more seniority in your system's security force. This rival has arranged for you to be released. Gain an Enemy.
6	You have been accused of negligence which resulted in the death of a fellow force member. Lose 2 benefit rolls.
7	Injured. Roll on the injury table (p.136).
8	After returning from a ground exercise, you become sick to a virulent local virus resulting in a permanently weakened state. Reduce STR or END by 1.
9	Pushing a new addition to your squad far beyond their limits has had fatal consequences. The trial found you guilty and your military service is now at an end.
10	During a routine psychological profile, you have been deemed to be unfit to be a member of this system's defense force. Despite all your protestations to the contrary, the defense force not only forces you to leave the service but also puts a stain on your record. Take a -2 modifier to enter any military, science, or corporate career after leaving the navy.
11	You are involved in a training accident. Several force members were killed in the accident, but you escaped alive. Roll once on the Injury Table (p.136). Another force member believes you caused the accident. Gain an Enemy.
12	A military tribunal finds you guilty of participating in an incident which resulted in a friendly fire attack. Several of your fellow force members were killed in this mistake and the government forces you out the military. Lose all benefit rolls. Roll CHA 8+. If you succeed, you are simply removed from the defense force. If you fail, you will spend two terms in prison and gain a level in Streetwise. Immediately enter the Prisoner career (p.260) for two terms.

Rank Titles

Clement Sector Rank	NCO	Officer
0	Recruit	Second Lieutenant
1	Trooper	First Lieutenant
2	Corporal	Captain
3	Sergeant	Major
4	Staff Sergeant	Lieutenant Colonel
5	Sergeant Major	Colonel
6	Command Sergeant Major	General

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	You have gotten involved with a group of criminals. Gain a level in Deception (Any) and the criminal group as a Contact. Now that you are involved with these criminals, they want to use you to get weapons that they sell on the black market. If you refuse to help, you will gain the criminal group as an Enemy. If you do help, make a Deception (Any) check 8+. If you succeed, you are paid 50,000 credits and the criminal group is now an Ally. If you fail, join the Prisoner career (p.260) for three terms.
13	On leave you drunkenly agree to join the base's operetta appreciation group and then find you have a natural aptitude for playing a piano. Gain a level in Art (Instrument)
14	You have a lot of fun on leave. Gain a level in Carouse. Roll 1d6. On a roll of 1-2, you have become addicted to alcohol or a drug (Player's choice, see p.487 for additional ideas).
15	You are able to use some of your downtime to study your hobbies. Gain a level in Art (Any) or Science (Any).
16	You are placed on guard duty near an important military installation. While there, a group of pirates or scavengers attempt to break into the installation to steal weapons and supplies. Roll Gun Combat (Any) 8+ or Melee (Any) 8+. If you succeed, you are hailed as a hero for stopping the raid. Gain an extra Benefit roll and an automatic promotion in Rank. If you fail, roll on the Injury Table (p.136) and take a -2 DM to your next Survival roll.
21	You spend time working as part of the base staff. Gain a level in Admin.
22	You have begun to delve deeply into a local religion. Choose an existing real world religion, one of the religions listed in Clement Sector (p.634) or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain a level in Science (Philosophy). If you are already involved in a religion by getting this or a similar result previously, this reflects a change in your religion.
23	You are sometimes the cook for your unit. Gain a level in Chef.
24	You have been chosen for advanced training. Make a roll on the Advanced Education table.
25	You have a chance to bring back a wounded squad mate from an exposed position before reinforcement arrives. If you wish to make the attempt, roll END 8+. If you fail, you are injured (p.136). If you succeed, gain a Contact.
26	You have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheeled or Tracked), Flyer (Grav), or Seafarer (Sail or Motorboat).
31-36	Life Event. Roll on the Life Event Table (p.137).
41-46	Military Event. Roll on the Military Event Table (p.280).
51	You are taught a variety of rules and regulations both applying to your life in the military and as a civilian. Gain a level in Advocate (Legal).
52	You take the time to learn a second language. Gain Language with a specialty in any language from your homeworld that you do not already speak (see Language tables on p.177).
53	You are a quick learner. Make an additional roll on the Service Skills table.
54	Chosen to be a temporary team medic for a hostile environment field exercise, you are given a crash course as a combat medic. Gain a level in Medic (First Aid).

55	You spend time during this term working with logistics in the purchasing department. Gain a level in Broker.
56	You are placed on defense duty at the local downport. During a routine inspection of a merchant ship, the captain of the ship offers you a bribe to not enter his cargo hold. If you opt to take the bribe, roll Deception (Disguise or Forgery) or Persuade 8+. If you succeed, gain one roll on the cash side of the benefit table. If you fail, lose one benefit roll, and suffer a -2 on your next Advancement roll. If you opt to not take the bribe, your team finds a large cache of drugs which are illegal in this system. You are instantly promoted and gain the merchant captain as an Enemy.
61	You star in a public relations and recruiting holovid. Gain 1D3 contacts inside and outside the Military. In addition, gain a +2 DM to join the Celebrity career if you so desire.
62	You have been engaging in some personal training on the side. Gain a level in Athletics (Any), Melee (Any), or take a +1 to STR, DEX, or END.
63	During a routine assignment you impress a visiting senior officer so much you may automatically transfer to another branch of the system defense force (p.274 pr p.285)
64	A superior officer is highly impressed by your performance. They are determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the officer's endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.
65	You have proven yourself to be extremely talented in your field. Gain two Benefit rolls and a +1 modifier to all Benefit rolls made from this career.
66	During a recent action, you have displayed great heroism. You receive a promotion or a commission automatically.

System Defense Forces (Wet Navy)

Enlistment: END 8+
If the character's age is 40+, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered before this one.

Assignment:
Surface Ships – You are a crewperson or officer on board one of the wet navy's surface ships.

Aviator – You are a member of the wet navy's airborne strike or recon force.

Submariner – You a crewperson or officer on board one of the wet navy's undersea vessels.

Career Progress

Career	Survival	Advancement
Surface Ship	END 6+	EDU 7+
Aviator	DEX 7+	INT 8+
Submariner	END 7+	EDU 7+

Commission: EDU 9+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	250	+1 STR
2	500	+1 DEX
3	1000	+1 END
4	2000	+1 EDU
5	4000	Contact
6	10,000	Weapon
7	20,000	Pension

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)	Officer Skills (Officers Only)
1	+1 STR	Discipline	Admin	Admin
2	+1 DEX	Mechanic	Advocate (Any)	Etiquette
3	+1 END	Seafarer (Any)	Science (Any)	Tactics (Any)
4	+1 INT	Gun Combat (Any)	Medic (Any)	Diplomat
5	+1 EDU	Carouse	Language (Any)	Persuade
6	Athletics (Any)	Melee (Any)	Etiquette	Leadership

Roll	Assignment: Surface Ships	Assignment: Aviator	Assignment: Submariner
1	Electronics (Any)	Mechanic	Electronics (Any)
2	Navigation	Suit (Vacc Suit)	Navigation
3	Heavy Weapons (Any)	Flyer (Any)	Seafarer (Submarine)
4	Gunner (Turret)	Pilot (Small Craft)	Mechanic
5	Engineer (Power)	Gunner (Turret)	Engineer (Life Support or Power)
6	Survival (Ocean)	Electronics (Any)	Suit (Vacc Suit)

Ranks and Benefits

Enlisted Benefits

Rank	Surface Ship Benefit	Aviator Benefit	Submariner Benefit
0	Seafarer (Ocean Ships) 1	Mechanic 1	Seafarer (Submarine) 1
1	Survival (Ocean) 1		Mechanic 1
2			
3	Electronics (Any) 1	Electronics (Any) 1	Electronics (Any) 1
4		Flyer (Grav) 1	
5		Suit (Vacc Suit) 1	
6	Leadership 1	Leadership 1	Leadership 1

Officer Benefits

Rank	Surface Ship Benefit	Aviator Benefit	Submariner Benefit
0	Seafarer (Ocean Ships) 1	Flyer (Grav) 1	Seafarer (Submarine) 1
1	Survival (Ocean) 1	Suit (Vacc Suit) 1	Electronics (Sensors) 1
2	Admin 1	Admin 1	Admin 1
3			
4	Leadership 1	Leadership 1	Leadership 1
5			
6	Advocate (Any) 1	Advocate (Any) 1	Advocate (Any) 1

Rank Titles

Clement Sector Rank	NCO	Officer
0	Seaman Recruit	Ensign
1	Seaman Apprentice	Lieutenant, Junior Grade
2	Seaman	Lieutenant
3	Petty Officer 3rd Class	Lieutenant Commander
4	Petty Officer 2nd Class	Commander
5	Petty Officer 1st Class	Captain
6	Chief Petty Officer	Admiral

Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the Injury Table (p.136).
3	A senior officer that is within your chain of command takes a dislike to you and files a succession of negative performance reports. Gain an Enemy.
4	Budget cuts from your home government have caused many to lose their employment with the security forces. Sadly, you are among them. Roll CHA 8+. If you fail, you muster out of the force as usual. If you succeed, gain a +2 modifier to enter another career as your commanding officer writes a letter of recommendation.
5	You have become involved in a love affair with a fellow sailor. Unfortunately, this has placed you in the sights of a jealous rival with more seniority in your system's security force. This rival has arranged for you to be released. Gain an Enemy.
6	You have been accused of negligence which resulted in the death of a fellow force member. Lose 2 Benefit rolls.
7	Injured. Roll on the Injury Table (p.136).
8	After returning from a ground exercise, you become sick to a virulent local virus resulting in a permanently weakened state. Reduce STR or END by 1.
9	Pushing a new addition to your squad far beyond their limits has had fatal consequences. The trial found you guilty and your military service is now at an end.
10	During a routine psychological profile, you have been deemed to be unfit to be a member of this system's defense force. Despite all your protestations to the contrary, the defense force not only forces you to leave the service but also puts a stain on your record. Take a -2 modifier to enter any military, science, or corporate career after leaving the navy.
11	You are involved in a training accident. Several force members were killed in the accident, but you escaped alive. Roll once on the Injury Table (p.136). Another force member believes you caused the accident. Gain an Enemy.
12	A military tribunal finds you guilty of participating in an incident which resulted in a friendly fire attack. Several of your fellow force members were killed in this mistake and the government forces you out of the military. Lose all benefit rolls. Roll CHA 8+. If you succeed, you are simply removed from the defense force. If you fail, you will spend two terms in prison and gain a level in Streetwise. Immediately join the Prisoner career (p.260) for two terms.

D66	Events
11	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
12	You have gotten involved with a group of criminals. Gain a level in Deception (Any) and the criminal group as a Contact. Now that you are involved with these criminals, they want to use you to get weapons that they sell on the black market. If you refuse to help, you will gain the criminal group as an Enemy. If you do help, roll Deception (Any) 8+. If you succeed, you are paid 50,000 credits and the criminal group is now an Ally. If you fail, leave this career and join the Prisoner career (p.260) for two terms.
13	On leave you drunkenly agree to join the ship's or base's operetta appreciation group and then find you have a natural aptitude for playing a piano. Gain a level in Art (Instrument).
14	You have a lot of fun on shore leave. Gain a level in Carouse. Roll 1d6. On a roll of 1-2, you have become addicted to alcohol or a drug (see p.487 for additional ideas).
15	You are able to use some of your downtime to study your hobbies. Gain a level in Art (Any) or Science (Any).
16	Your ship, submarine, or aircraft encounters some dangerous conditions. Roll END 8+. If you succeed, gain a level in Seafarer (for sailors and submariners) or Flyer (for pilots). If you fail, you gain a derogatory nickname and take a -2DM to your next Advancement roll.
21	You spend time working as part of the base staff. Gain a level in Admin.
22	You have begun to delve deeply into a local religion. Choose an existing real-world religion, one of the religions listed on p.634, or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain a level in Science (Philosophy). If you are already involved in a religion by getting this or a similar result previously, this reflects a change in your religion.
23	You are placed in charge of communications for your ship or unit. Gain a level in Electronics (Communications) 1
24	You have been chosen for advanced training. Make a roll on the Advanced Education table.
25	You have a chance to bring back a wounded squad mate from an exposed position before reinforcement arrives. If you wish to make the attempt, roll END 8+. If you fail, you are injured and must roll on the Injury Table (p.136). If you succeed, gain a Contact.
26	You have discovered a love for operating a vehicle in your downtime. It becomes an important part of your life. Gain one level in Drive (Wheeled or Tracked), Flyer (Grav), or Seafarer (Sail or Motorboat).
31-36	Life Event. Roll on the Life Event Table (p.137).
41-46	Military Event. Roll on the Military Event Table (p.280).
51	You are taught a variety of rules and regulations both applying to your life in the military and as a civilian. Gain a level in Advocate (Any).
52	You take the time to learn a second language. Gain Language with a specialty in any language from your homeworld that you do not already speak (see Language table on p.177).
53	You are a quick learner. Make an additional roll on the Service Skills table.
54	You are trained to perform first aid on yourself or others. Gain a level in Medic (First Aid).
55	You spend time during this term working with logistics in the purchasing department. Gain a level in Broker.

56	You are assigned to be part of the government's naval command office. Gain a level in your choice of Carouse, Diplomat, Persuade, or Chef.
61	You star in a public relations and recruiting holovid. Gain 1D3 contacts inside and outside the Military. In addition, gain a +2 DM to join the Celebrity career if you so desire.
62	You have been engaging in some personal training on the side. Gain a level in Athletics (Any), Melee (Any), or take a +1 to STR, DEX, or END.
63	During a routine assignment you impress a visiting senior officer so much you may automatically transfer to another branch of the system defense force (see p.274 or p.279) or a national navy (see p.240).
64	A superior officer is highly impressed by your performance. They are determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the officer's endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.
65	You have proven yourself to be extremely talented in your field. Gain 2 Benefit rolls and take a +1 modifier to all Benefit rolls gained from this career.
66	During a recent action, you have displayed great heroism. You receive a promotion or a commission automatically.

Vagabond

Enlistment: There is no Enlistment roll to join the Vagabond career. Chances are high that you are being forced into this career by an event in character generation or by failing to enlist in other careers.

However, should you choose, you may simply enter the Vagabond career.

Assignment:

Destitute – You are someone who lives off the surroundings. You may be homeless or living rough on a planet, within an orbital city, or on a starport.

Transient – While others travel Clement Sector for profit or entertainment, you move through space to see the greatness of it all. You go from place to place, taking charity and odd jobs.

Career Progress

Career	Survival	Advancement
Destitute	END 8+	INT 8+
Transient	END 8+	INT 8+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	0	None
2	0	None
3	0	+1 END
4	0	+1 STR
5	500	Contact
6	1000	Ally
7	2000	2 Allies

Skills and Training

Roll	Personal Development	Service Skills
1	+1 STR	Stealth
2	+1 DEX	Recon
3	+1 END	Survival (Any)
4	+1 INT	Streetwise
5	+1 EDU	Melee (Any)
6	Athletics (Any)	Persuade

Roll	Assignment: Destitute	Assignment: Transient
1	Deception (Any)	Gun Combat (Any)
2	Navigation	Deception (Any)
3	Survival (Any)	Survival (Any)
4	Streetwise	Suit (Vacc Suit)
5	Gun Combat (Any)	Mechanic
6	Jack of All Trades	Jack of All Trades

Ranks and Benefits

Rank	Destitute Benefit	Transient Benefit
0	Survival (Any) 1	Suit (Vacc Suit) 1
1	Stash	Stash
2		
3	Recon 1	Persuade 1
4		
5	Persuade 1	Recon 1
6	Carouse 1	Carouse 1

Mishaps

2d6	Mishap
2	You have been severely injured. Roll twice on the Injury Table (p.136).
3	A group of local thugs has chosen you to be their punching bag for the evening. Roll Melee (Any) or Gun Combat (Any) 8+ to fend off their attacks. If you succeed, roll once on the Injury Table (p.136). If you fail, roll twice on the Injury table and lose anything you might have in your stash. Gain the thugs as an Enemy.
4	You have contracted a deadly disease. While you do recover, the disease has had a terrible effect on your body. Lose 2 from your END.
5	A group purporting to be an aid station for Destitutes and Transients is actually a secret government medical experiment to test drugs on persons that they find expendable. Roll 1d6. On a roll of 1, the drugs make you extremely sick and sap 2 points from two of your physical attributes (STR, DEX, or END). On a roll of 2-5, the drugs do nothing. On a roll of a 6, the drugs add +1 END but you are now addicted to the drug and will constantly seek another dose.
6	You have become addicted to drugs or alcohol. See p.487 for a list of possible addictive substances.
7	You have been injured. Roll once on the Injury Table (p.136).
8	A local politician has decided to "clean up the area" by ridding the city of Destitutes or ridding the ports of Transients. On a roll of 1, the politician has all such persons imprisoned for one term. Leave this career and join the Prisoner career (p.260) for one term. On a 2-5, the politician deports everyone to a nearby system. Choose a system on the maps (p.56-105). On a 6, the politician orders the military or security forces to shoot Destitutes or Transients. You escape the culling but are wounded. Roll on the Injury table (p.136).
9	Either through a lack of supplies or a misjudgment, you have failed to prepare adequately for weather conditions in your home and the newest place you have visited. Lose 1 END to health damage from exposure.
10	The area you have chosen for shelter turns out to not be a safe area (faulty building, unsafe breathing conditions). Roll on the Injury Table (p.136).
11	You have been swept up in an effort to place all Destitutes and Transients into mental facilities. You are locked away in a local mental facility for this term. While you are later released, you are now considered to be insane by the local government. If the local government has a law level of over 8, this will mean that you will not be allowed to continue to live here or visit here again. In any case, if you attempt to enter another career, you will suffer a -2 DM.
12	Vagabonds don't always have a strong voice in society. When someone accuses you of a crime, it often doesn't get the investigation that it should. You have been accused of just such a crime. Roll 1d6. If you roll a 1, you must join the Prisoner career (p.260) for two terms. On a 2-5, you must spend one term in the Prisoner career. On a roll of 6, you are able to escape the prison time.

Please note that, unlike other careers, rolling a Mishap in the Vagabond career does not mean that you are automatically removed from the career.

D66	Events
11	Something terrible has happened to you. Roll on the Mishap table.
12	A war has broken out on the world on which you find yourself. The military is gathering every person they can find for the war effort. You will immediately enter the System Defense Force Naval career (see p.274), the System Defense Troopers (see p.279), or the System Defense Wet Navy (see p.285).
13	You have become involved as a runner, spotter, or other low-level operative in illegal activities in your area. Roll Streetwise or Deception (Any) 8+. If you succeed, gain a level in Streetwise. If you fail, enter the Prisoner career (see p.260) for one term.
14	You have a found a knife. Add this to your stash. Add +1 to any Melee (Any) check you are asked to perform during the course of this career.
15	Life is tough and you have had to learn to try to convince others to give you aid. Gain a level in Persuade.
16	You have had to defend your stash on numerous occasions. Gain a level in Melee (Any).
21	You have found a discarded legal or political text. Gain a level in Advocate (Any).
22	You spend a great deal of time with some folks who speak another language and you have been able to pick up on some of it. Gain a level in Language (Any) with a specialty in one of the languages of this world (see p.177) which is not your primary language. If there are no additional languages present on this world which you do not already speak, gain a language from a nearby world.
23	A local shipping company needs a driver, and you are able to obtain the job. Gain a level in Drive (Wheeled) or Flyer (Grav). Once the boom in business has run its course, the manager lets you go. Roll 1d6. On a roll of 1, you are paid 200 credits for your time there. On a roll of 2-5, you are paid 500 credits. On a roll of 6, you are paid 500 credits and the manager recommends you for your choice of career. Gain a +2 DM to enter the career of your choice.
24	You get into a disagreement with another Destitute or Transient that turns violent. Roll Melee (Any) 8+. If you succeed, you have gained an Enemy. If you fail, you have gained an Enemy and lost everything in your stash.
25	Due to how hard life as a Destitute or Transient is, you have been forced to learn first aid the hard way. Gain a level in Medic (First Aid).
26	You have found a discarded handcomp. Add it to your stash.
31-36	Life Event. Roll on the Life Events Table (p.137)
41	You have befriended a man who owns a local eating establishment. Gain a Contact as well as an excellent source of food.
42	A local farmer or rancher is looking for someone to work as an extra hand. You take the job and gain a level in Animals (Any). Roll a d6. On a roll of 1, the farmer reneges on his promise of payment. On a 2-5, you are paid 500 credits for your work. On a 6, the farmer pays you 750 credits and offers to help you find a job in another field which allows you a +2 DM to enter another career.
43	You have become involved in a game of dice among some locals. Gain a level in Gambling. If you would like, you can bet some of your stash on a roll of the dice. Roll Gambler 8+. If you succeed, you gain back double what you put into the pot. If you lose, you lose everything you wagered in your stash.
44	You have learned to note when something is out of place and dangerous. Gain a level in Recon.

45 You have found a textbook or handcomp file explaining the basics of a certain science. You place it in your stash and study it when you can. Gain a level in Science (Any).

46 It is often best to not be seen or heard by those around you. Gain a level in Stealth.

51 You have located some money. Roll 1d6 and multiply the result by 100 credits. Add this to your stash.

52 You try to keep yourself in good physical condition when you can. Gain a level in Athletics (Any) or gain +1 to STR, DEX, or END.

53 A local vehicle repair shop is looking for an extra worker. Gain a level in Mechanic. Once the boom in business has run its course, the manager lets you go. Roll 1d6. On a roll of 1, you are paid 200 credits for your time there. On a roll of 2-5, you are paid 500 credits. On a roll of 6, you are paid 500 credits and the manager recommends you for your choice of career. Gain a +2 DM to enter the career of your choice.

54 Surviving is sometimes all one can do when one is living the rough life. Gain a level in Survival. If you are a Destitute, gain this level in a Survival specialty which you already have. If you do not have a specialty already, choose one in line with your current location.

If you are a transient, gain a level in a specialty that you do not already have to reflect your nomadic nature.

55 You have been reading about the proper ways to behave in society. Gain a level in Etiquette.

56 A local diner is looking for an extra worker. Gain a level in Chef. Once the boom in business has run its course, the manager lets you go. Roll 1d6. On a roll of 1, you are paid 200 credits for your time there. On a roll of 2-5, you are paid 500 credits. On a roll of 6, you are paid 500 credits and the manager recommends you for your choice of career. Gain a +2 DM to enter the career of your choice.

61 You have found a slug pistol. You can choose to be rid of it or keep it in your stash. If you keep the pistol, roll 1d6.

- 1 The pistol was used in a recent murder and has been discarded. Law enforcement will locate you and the pistol and make you the prime suspect. They will arrest you for the crime and place you in prison. Join the Prisoner career (p.260) for 1d3 terms. At the end of that set of terms, law enforcement will discover the real killer and set you free.
- 2-3 The pistol is old and unreliable. Suffer a -2 penalty to use the weapon. You have six rounds of ammunition.
- 4-5 The pistol is in excellent working order but has no ammunition.
- 6 The pistol is in excellent working condition, and you have ten rounds of ammunition to go with it.

62 You have befriended a group of other Destitutes or Transients. Gain 1d3 Contacts and a level in Carouse.

63 You have located a discarded middle passage to a nearby world. Choose the nearest A-class port to your current location. If you are Destitute, you may change your Assignment to Transient or continue to live at this new location. If you are a Transient, you will become enamored of this new world and stay here for a longer period of time than usual. Gain one of this world's background skills (see p. 172) or one of its languages (see p.177).

64 You have earned this through your hard life. Gain a level in Jack of All Trades.

65 A local government official has instituted a continuing education program to get all those who are Destitute or "forced to travel" as a Transient into a local university or trade school.

	Spend the next term in a university and roll once on the Collegiate Events table (see p. 199). If you succeed in college, you will finish with a degree and a new career of your choice.
66	It turns out that the Destitute which has been living near you or the Transient on your last trip is actually a famous actor who is attempting to learn the "true experience". They will aid you by telling your story in an upcoming holovid about "the life". Gain 1d6 x 100,000 credits and immediately enter the Celebrity career as a Star (see p. 209)

Character Advancement

Characters in *Clement Sector* may not start off as fresh-faced beginners, but they do not remain static. Just as characters age and that age catches up to them and slows them down so also do they gain in knowledge and experience.

Adventure Points

At the close of each adventure, the Referee should award each character one Adventure Point (APs). If a player has done an outstanding job with the character or if the character has done something exceptional, the Referee might choose to award two Adventure Points. It is highly recommended that the Referee never award more than two Adventure Points per character per adventure.

At the beginning of the next adventure, the players will be able to spend Adventure Points to improve their character. While Referees can administer the spending of Adventure Points in any way they choose, we highly recommend not allowing the players to spend these points during the course of a game.

Adventure Points can be spent to gain skills, improve skill levels, or to increase certain attributes. Skills must be gained at Level 0 and then increased one level at a time. For instance, a character cannot be improved from having level 1 in Draw to having level 3 in Draw. The player must purchase Level 2 before buying Level 3.

If a skill is one with specializations, the character must purchase the level for each specialization as if it were a different skill. Increasing Deception (Forgery) from Level 1 to Level 2 will cost 20 Character Points. If the same character also wishes to improve Deception (Intrusion) from Level 1 to Level 2, this will require the expenditure of another 20 Adventure Points.

Skill Costs Table

Skill Level Desired	Cost in Adventure Points
0	10
1	15
2	20
3	20
4	30

Characteristics can also be increased by spending Adventure Points. Like skills, characteristics must be increased one level at a time. For instance, a player whose character has STR 8 must first purchase STR 9 before moving on to purchase STR 10.

STR, DEX, END, INT, EDU, and CHA can all be increased by spending Character Points.

Improving a characteristic is a long and difficult process and this is reflected in the number of points required. As characteristics become higher, it becomes more difficult to raise them as the table

below shows. While in most cases, raising higher characteristics will never happen during a campaign, the totals are included for those who might wish to attempt it.

Characteristic Increase Table

Characteristic Level Desired	Adventure Point Cost
1	5
2	10
3	15
4	20
5	25
6	30
7	35
8	40
9	45
10	50
11	60
12	70
13	80
14	100
15	125

Success Points

Success Points are rewarded to a character each time a player rolling a Task Check, achieves an Exceptional Success (see p.26). Like Adventure Points, Success Points can be used to increase skill levels or gain skills in which the character was previously unskilled. Unlike Adventure Points, Success Points can only be used to increase the skill in which they were earned.

When Success Points are earned, the player should note the Success Point next to the skill on their character sheet. Success Points can be used in concert with Adventure Points to raise the skill level of a particular skill. For instance, if a character has Gambler at Level 0 and wishes to raise Gambler to Level 1, they need to spend 15 Adventure Points. If they have 4 Success Points in Gambler, then the player can spend the 4 Success Points and will only need to spend 11 Adventure Points to gain Level 1.

Characters who are unskilled may also earn Success Points. This can be denoted on the character sheet by placing a hyphen (-) by the skill and noting the number of Success Points earned next to this skill on the character sheet.

In skills with specializations, each specialization must be treated as a separate skill. For instance, a character with Melee (Unarmed Combat) and Melee (Blade) earns a Success Point while using Melee (Blade). The Success Point must be noted next to Melee (Blade) and cannot be used to raise the character's level in Melee (Unarmed Combat).

Instruction

This skill can be used to assist other characters with their knowledge and experience. Anyone with the Instruction skill can pass on the basics of any skill they possess to less experienced characters over a shorter period of time than it would normally take for a skill to be understood. They can, with a successful check, pass skills to other characters up to a maximum level of one less than their Instruction skill or one less than their own skill level in the skill being taught (whichever is lower).

For example, a character with Instruction 3, Admin 3, Explosives 3, and Pilot 4 could teach another character Admin 2 and Explosives 1 (the skill -1) but only Pilot 2 (Instruction level -1).

Teaching the skill firstly requires an Instruction check by the teacher.

Teaching a skill: Instruction, INT, 1-6 months, Difficult (-2)

Or to reduce the length of time to learn by adopting a more intensive study/practical regime use the following skill check.

Teaching a skill using more intensive study: Instruction, INT, 1-6 Weeks, Very Difficult (-4)

If the roll is successful, the student receives a total of 4x the effect Advancement and Success Points. The number of students that can benefit from this teaching is also equal to the Effect of the check roll. During training, the Referee should severely curtail the activities of all characters involved in both the teaching and learning process.

At the conclusion of training, the learning character(s) must then succeed in an Education or Intelligence roll with a target number of 8+. Player Characters cannot teach the Instruction skill to other Player Characters. The greatest assets an individual character has is his pool of skills, so we encourage the Referee to exercise great caution in allowing Player Characters to simply hire Non-Player Characters for their Instruction skill.

24E
WARNING
DO NOT BLOCK VENTS

Equipment

The following section lists examples of common equipment that characters may want. Each listing notes the object's name and a basic description. The technological level indicates local technology required to manufacture something with the capabilities listed. The prices and weights are for an item manufactured by a post-industrial revolution TL4 society. An item with no weight or size given can be carried or worn without difficulty. *Clement Sector*, for the most part, assumes that you will be dealing with advanced science fiction of TL10-12.

Technology Level Overview

Technology Level, also known as Tech Level or TL, is a measure of the scientific and production capacity of places in the setting and the complexity and effectiveness of a piece of equipment.

Tech Level (TL)	Descriptor	Notable Characteristics
0	Primitive	No technology
1	Primitive	Roughly Bronze Age or Iron Age technology
2	Primitive	Roughly 14th-16th century technology
3	Primitive	Roughly 16th-18th century technology
4	Industrial	Post-Industrial Revolution technology. This period features technology such as railroads, radio, and the telegraph.
5	Industrial	Features widespread use of electricity, telephone, and the internal combustion engine.
6	Industrial	This period sees the use of fission power, early computers, and jet aircraft.
7	Pre-Stellar	This period sees the first orbital travel, satellites, and the beginnings of planetwide communication.
8	Pre-Stellar	This period sees the first interplanetary travel, early robots, worldnets, early handcomps, and fusion drives
9	Pre-Stellar	Features the invention of the Zimm Drive, insystem colonies on other planets, handcomps, mindcomps, and other cyberware
10	Stellar	Sees the development of anti-aging, realistic holography, the gravitic drive, uplifts, and altrants. Interstellar colonies begin.
11	Stellar	Features early artificial intelligence, advanced mindcomps
12	Stellar	Sees the advancement of gravitics, artificial intelligence, and uplifts. MaGG screens are invented.
13	Futuristic	Sees the improvement of Zimm Drives and artificial intelligence. Consciousness transfers and rapid full body cloning becomes possible.

Currency

All prices are given in Hub Federation credits. For more about Hub Federation Credits, see p.446.

Melee Weapons

Weapon	Cost	Weight	Range	Damage
Unarmed Strike	--	--	Melee (close quarters)	1d6
Cudgel	-	1	Melee (close quarters)	3d6
Dagger	1.50	.25	Melee (close quarters) or ranged (thrown)	1d6
Tomahawk	2.50	0.5	Melee (close quarters) or ranged (thrown)	3d6
Spear	-	1.5	Melee (extended reach) or ranged (thrown)	3d6
Pike	3.75	8	Melee (extended reach)	4d6
Sword	10	1	Melee (extended reach)	3d6
Bayonet	1.50	.25	Melee (close quarters)	1d6
Cutlass	50	1.25	Melee (extended reach)	3d6
Lasso	0.50	1	*	*
Bullwhip	1.75	1	Melee (extended reach)	1d6*
Brass Knuckles	2	1	Melee (close quarters)	*
Stun Stick	300	2	Melee (extended reach)	*
Vibroblade	500	1	Melee (extended reach)	4d6

**= see description*

Melee Weapons

Several melee weapons are described in the Melee Weapons table. Each column is described as follows:

Cost: Price in Hub Federation credits.

Weight: Weight in kilograms (kg).

Range: The range category for this weapon.

Damage: The damage a weapon inflicts.

Melee Weapon Descriptions

Unarmed Strike: This is a strike by a person without any weapon in their hands.

Cudgel: A basic stick used as a weapon. Easily obtained from standing trees or using an unloaded long gun such as a rifle or carbine. Length: 1000 to 2000mm.

Dagger: A small knife weapon with a flat, two-edged blade approximately 200mm in length. Daggers are usually carried in a belt sheath, or less frequently concealed in a boot sheath or strapped to the forearm. Daggers are usually as much a tool as a last-resort weapon of defense and worn constantly. Each weigh 250 grams; that weight, however, does not count against the weight load of the character as the weapon is worn constantly and comfortably.

Tomahawk: A tomahawk is an ax-like weapon used by many Native American nations in North America on Earth. It is similar in shape to a hatchet. The tomahawk is characterized by a straight shaft made with an ax blade made of metal. Higher tech level versions of the tomahawk can be made with nylon handles and carbon steel blades while lower tech level versions are made with steel blades and wooden handles. Both modern and ancient versions can be used against an enemy as a handheld weapon or thrown at an enemy.

Spear: A weapon with a long shaft and a pointed tip, typically of metal, used for thrusting or throwing. Length: 3000mm.

Pike: A two-handed weapon with a pointed steel or iron head on a long wooden shaft. Length: 3000 to 4000mm.

Sword: The standard long-edged weapon, featuring a flat, two-edged blade. It may or may not have a basket hilt or hand protector. A scabbard to carry the sword may be attached to the belt, or to straps (or a sash) over the shoulder. Blade length may vary from 700 to 950mm.

Bayonet: A small knife-like weapon like a dagger which is frequently attached to a rifle. When not attached to a rifle, the bayonet performs as a dagger.

Cutlass: A heavy, flat-bladed, single-edged weapon featuring a full basket hilt to protect the hand. The cutlass is often the preferred weapon of those who have seen one too many episodes of *Superpirate!*; when worn, a belt scabbard is used. Blade length varies from 600 to 900mm.

Lasso: A lasso is a length of rope around 15 feet in length which is fashioned to have a loop at one end which can be put around an object or target and then tightened. For more on using a lasso, see p.389.

Bullwhip: A bullwhip is a length of braided leather thong 3 – 20 feet (1 – 6 meters) in length. Many have a solid leather grip while others will have a grip made of wood. The leather "whip" can be used to cut, strike, or entangle the target. See p.389 for more concerning entanglement.

Brass Knuckles: Brass knuckles are pieces of metal meant to fit around the knuckles of a fist to add power to a punch. Brass knuckles add 1 point of damage to the damage done by a strike from a fist wearing the brass knuckles.

Stun Stick: A 20.32cm (8") long cylindrical stick used in melee to stun an opponent with a charge of power which attempts to overwhelm the target's nervous system. If a target is hit with the stun stick,

they must attempt an Endurance (END) check at Very Difficult (-4). If the target succeeds, then the target takes no damage. If the target fails this check, the target is knocked unconscious for 3d6 combat rounds. The stun stick has 20 charges before needing to have a new power pack installed or the current power pack recharged. It takes two combat rounds to install a fresh power pack while recharging a power pack takes 1 hour.

Alternatively, the stun stick can be used as a cudgel.

Vibroblade: A bladed weapon similar to a sword which uses hypersonic microvibrations of the blade to increase the cutting ability of the blade. A vibroblade will last through 20 combat rounds before needing to have a fresh power pack loaded or needing to be recharged. It takes two combat rounds to install a fresh power pack while recharging a power pack takes 1 hour.

If a vibroblade loses its charge, it may still be used as a sword doing 3d6 damage.

Common Personal Ranged Weapons

Slug Thrower Pistols

All weapons on this chart will use the Gun Combat (Slug Pistol) skill. All weapons on this table are in the Pistol range class.

Weapon	Caliber	Cost	Weight	RoF	# of Shots	Damage	Recoil (Y/N)
Bell Arms 1911	.45	500	1.1	1	8	2d6+2	Y
Bell Arms Model 21A	.44	600	1.3	1	6	2d6+3	Y
Cutov Arms Balaur Heavy Pistol	.50	1500	2	1	7	2d6+4	Y
Cutov Arms CA-125	9mm	500	0.5	1/3	9	2d6	Y
Cutov Arms Diavol Body Pistol	.25	400	0.5	1	6	2d6	Y
Kruppe-Norden Fabrik Gauss Pistol	.44	650	2	1	9	2d6+4	N
Boone Integrated Systems Gyrojet Pistol	-	700	1.1	1	9	3d6	N
Cutov Arms 1070	9mm	1100	3.5	1/4/10	20	3d6	Y
Fairfax Solutions Webgun	*	1400	4.2	1	1	*	Y

Slug Thrower Rifles

All weapons on this chart will use the Gun Combat (Slug Rifle) skill. All weapons on this table are in the Rifle range class.

Weapon	Caliber	Cost	Weight	RoF	# of Shots	Damage	Recoil (Y/N)
Cutov Arms AC-12	5.7mm	1750	5	1/4/10	50	3d6+2	Y
Bell Arms ACR	10mm	2000	3.6	1/4/10	50	3d6+3	Y
BIS AR-78	7.62mm	1000	3.5	1/4/10	30	3d6	Y
KNF Gauss Rifle	4mm	2500	3.5	1/4/10	90	4d6	N
VL5A3 Gauss Rifle	4mm	2600	4	1/4/10	80	4d6	N
1027 Tactical Pulse Rifle	10mm	3500	4.9	1/4/10	99	3d6+3	Y
Dallas Armaments Worldtamer	.30-.30	700	3.1	1	7	3d6	Y

Shotguns

All weapons on this chart will use the Gun Combat (Shotgun) skill. All weapons on this table are in the Shotgun range class.

Weapon	Caliber	Cost	Weight	RoF	# of Shots	Damage	Recoil (Y/N)
1027 Tactical 12G Shotgun	12ga	850	3.6	1	2	4d6	Y
Dallas Armaments Model 22	12ga	1500	3.8	1/3	9	4d6	Y

Energy Pistols

All weapons on this chart will use the Gun Combat (Energy Pistol) skill. All weapons on this table are in the Pistol range class.

Weapon	Caliber	Cost	Weight	RoF	# of Shots	Damage	Recoil (Y/N)
Cascadia Systems Laser Pistol	-	2200	1.2	1	20	4d6	N
Sturm Laser Pistol	-	2600	1.5	1	25	4d6+1	N
KNF Stunner	-	650	0.75	1	20	*	N

All weapons on this chart will use the Gun Combat (Energy Rifle) skill. All weapons on this table are in the Rifle range class.

Energy Rifles

Weapon	Caliber	Cost	Weight	RoF	# of Shots	Damage	Recoil (Y/N)
Cascadia Systems Laser Rifle	-	5000	6	1	20	5d6	N
Sturm Laser Rifle	-	5200	5.7	1	20	5d6+1	N
Bell Arms Blaster Rifle	-	5500	6	1/2	20	5d6	N

Support Weapons

Weapons on this chart will use the Heavy Weapons skill. The specialization used will vary from weapon to weapon and will be denoted in the description.

Weapon	Caliber	Cost	Weight	RoF	# of Shots	Damage	Recoil (Y/N)
Cascadia Systems PAAD	-	90,000	22	1	1	6d6+3	Y
Bell Arms AE136	7.62mm	120,000	85	-/20/500	500	3d6*	Y
BIS M256 SAW	5.56mm	12,000	22	1/4/10	200	3d6	Y
BIS M301 SAWP	10mm	30,000	18	1/4/10	250	3d6+4	Y
Bell Arms M2 HMG	.50	15,000	84	1/4/10	250	4d6+3	Y
Sturm Drachen LAW	-	20,000	5.5	1	1	6d6	Y
BIS RPG	-	20,000	15	1	1	5d6+3	Y
Gagnon Industries BFG	-	35,000	20	1	25	8d6	Y
BIS GL-6 (Grenade Launcher)	-	800	6	1	1	*	Y
Bell Arms VRF Gauss Gun	5.5mm	220,000	80	-/10/350	700	6d6	N
BIS PPG (PGMP)	-	50,000	10	1	25	10d6	Y

Definitions for all weapons:

Caliber: the type of ammunition required for this weapon.

Cost: Price in Hub Federation Credits.

Weight: Weight in kilograms (kg).

RoF: Rate of Fire. The number of rounds that may be fired during a significant action in the format: Weapons with one number indicates that they may only choose to fire that number of rounds per significant action. Weapons with two numbers indicate weapons which may fire a number of rounds as single shot and a number of rounds as automatic fire. Those with three numbers indicate single shot/ burst /automatic fire.

# of shots: This is the number of shots which may fired before the weapon needs to be reloaded.

Damage: This is the amount of damage done by each shot fired.

Recoil: Lists if the weapon has recoil when fired.

Weapon Descriptions

Slug Thrower Pistols

Bell Arms 1911: A modern version of the venerable .45 single-action, semi-automatic pistol from Bell Arms, a Southern Alliance weapons manufacturer headquartered in the city of Chattanooga on Earth (Earth 0405). Their Clement Sector headquarters is located in the city of Ooltewah on Harrison (Sequoyah 0805).

The Bell Arms 1911 is an update of the original John Browning design from 1911 mainly in that it is being made by a different corporation. Bell Arms has applied the "If it ain't broke, don't fix it" design philosophy to their version.

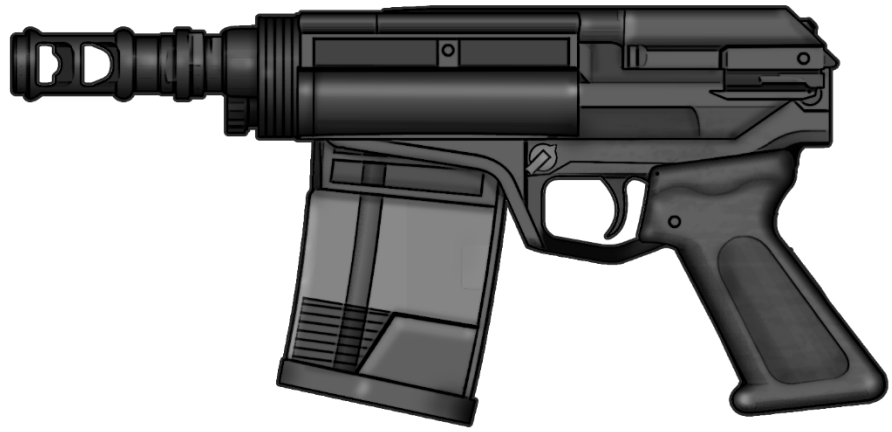
Bell Arms Model 21A: Another update of a classic, the Bell Arms Model 21A is a six-shot, double action .44 Magnum revolver. The Bell Arms version can be purchased with a 6", 8", or 11" (15.2, 20.3, or 27.9 cm) barrel.

Cutov Arms Balaur Heavy Pistol: Romanian for "Dragon", the Balaur Heavy Pistol was one of Alexandru Cutov's first designs and it continues to be popular. Often referred to as a "hand cannon", the Balaur is a .50 semi-automatic pistol.

Cutov Arms CA-125: The most popular of Cutov Arms' products, the CA-125 is a 9mm compact pistol. It is widely available across Clement Sector.

Cutov Arms Diavol Body Pistol: The Diavol, Romanian for "Devil", is an easily concealed semi-automatic .25 caliber pistol. Made with European police and agents in mind, the Diavol is popular among those needing to carry a concealed weapon.

Kruppe-Norden Fabrik Gauss Pistol: The KNF Gauss pistol is one of the most popular of its kind in Clement Sector. Sometimes referred to as a "short coil" due to its relation to the Gauss rifle, the pistol fires a .44 caliber bullet by means of magnetic coils. The KNF Gauss pistol and other such weapons are often preferred by those operating in low gravity situations due to the lack of recoil and will often be seen in the hands of pirates.



Boone Integrated Systems (BIS) Accelerator Pistol: Accelerator pistols fire specially designed self-propelled rocket rounds which ignite after it leaves the barrel of the pistol. The BIS version is one of the most popular in Clement Sector and can often be found in locations in or near Sequoyah Subsector or being used by spacers who travel that area frequently.

Cutov Arms 1070: The most popular submachine gun (or machine pistol as Cutov Arms likes to market it) in Clement Sector. The 1070 is used widely by mercenary units, criminals, armed forces, security forces, and law enforcement.

Fairfax Solutions Webgun: A TL11 non-lethal weapon often used in crowd control, the Fairfax Solutions Webgun fires a capsule which will melt away and become a burst of liquid which, when coming into contact with a standard atmosphere, becomes a long-chain polymer resembling a spider's web. Once this liquid comes into contact with a target, it will stick to them and whatever surface they may be near at the time (such as the asphalt on which they are standing**,** a nearby wall, a nearby person, etc.) or simply immobilize the target or the target's hands.

Those caught in the web will need to make a STR check at Difficult (-2) to free themselves from the web. If they cannot free themselves, the web itself will dissolve in a standard atmosphere within 10 minutes, a dense atmosphere within 5 minutes, and a thin atmosphere in 20 minutes.

Slug Thrower Rifles

Cutov Arms AC-12: The weapon that made Alexandru Cutov famous, the AC-12, remains a popular weapon both in Clement and Earth Sectors with several nations and planets using it as a primary weapon for their armed forces.

Bell Arms Advanced Combat Rifle (ACR): The standard infantry weapon of the Southern Alliance and Harrison (Sequoyah 0805), the preferred weapon of several mercenary companies, and the most commonly found weapon in the hands of rebels on Sophronius (Hub 0405), the Bell Arms ACR is found throughout Clement Sector.

Boone Integrated Systems AR-78: The standard infantry weapon of the armed forces of Boone (Sequoyah 0305) as well as several worlds allied with Boone and often seen used by mercenary companies that don't use the Bell Arms ACR.

Kruppe-Norden Fabrik Gauss Rifle: Gauss rifles, like gauss pistols, are often the weapon of choice of pirates and others who need to have a weapon with little to no recoil while operating in freefall or low gravity situations. Much like the Gauss pistol, the Gauss rifle uses magnetic coils in the barrel to fire a projectile.

VL5A3 4mm Gauss Rifle : Used by the Hub Federation Marine Corps exclusively and made at the Hub Federation central armory. This is a cutting edge high technology assault rifle initially issued to the Royal Marines as their standard longarm prior to the Collapse.

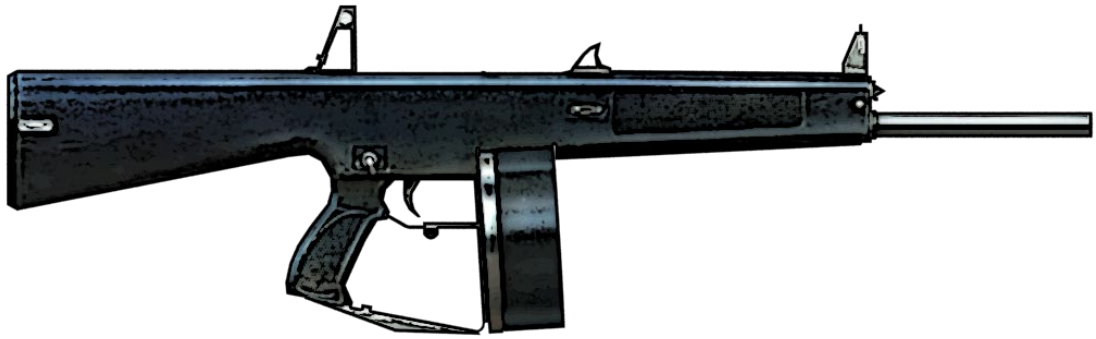
1027 Tactical Pulse Rifle: 1027 Tactical, an arms manufacturer based on Minerva (Franklin 0401), produces this weapon to be used by the Minervan Armed forces as well as exporting them to several governments in Clement Sector. The security forces employed by most of the corporations on Bastiat (Franklin 0807) such as Foreign Nobility and Diamond Enterprises swear by them, and they are replacing other weapons as the standard infantry weapon of most world governments in Franklin Subsector and beyond.

The Pulse Rifle uses 10mm caseless armor-piercing ammunition which is fired by a rotating breech which employs electromagnetic force (called a "pulse" by 1027 Tactical which is not to be confused with EMP) to assist the propellant. The standard magazine provided by 1027 Tactical holds 99 rounds, though many users will not fill the magazine to full capacity as it has been known to jam.

Dallas Armaments Worldtamer: The Dallas Armaments is a lever-action repeating rifle designed to appear to be a throwback to the sort of rifles one would have seen on the American frontier in the late 1800s. While the rifle can be used for many applications, it is most often seen on frontier worlds and the marketing from Dallas Armaments, including the name "Worldtamer", is aimed at that market. They will often be seen in the hands of colonists on new worlds and used for hunting and self-defense against local animal life.

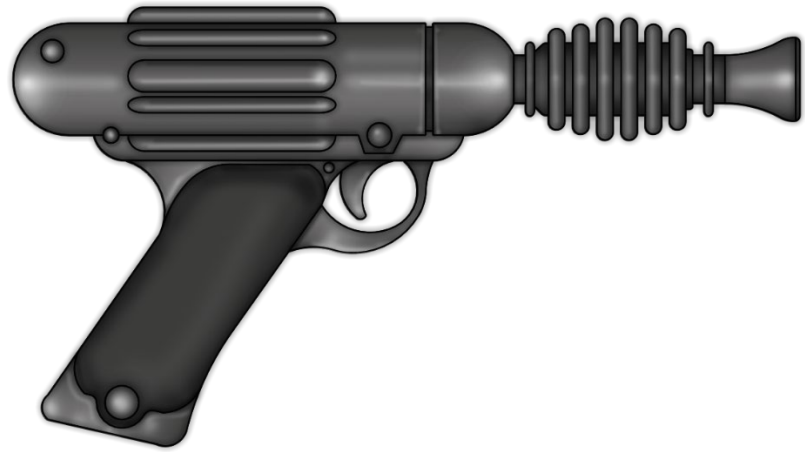
Shotguns

1027 Tactical 12G Shotgun: The 12G is one of the most popular shotguns in Clement Sector. It will often be found in the hands of colonists worried about the native wildlife, persons worried about defending their homes from criminals, and criminals interested in scaring people during robberies.

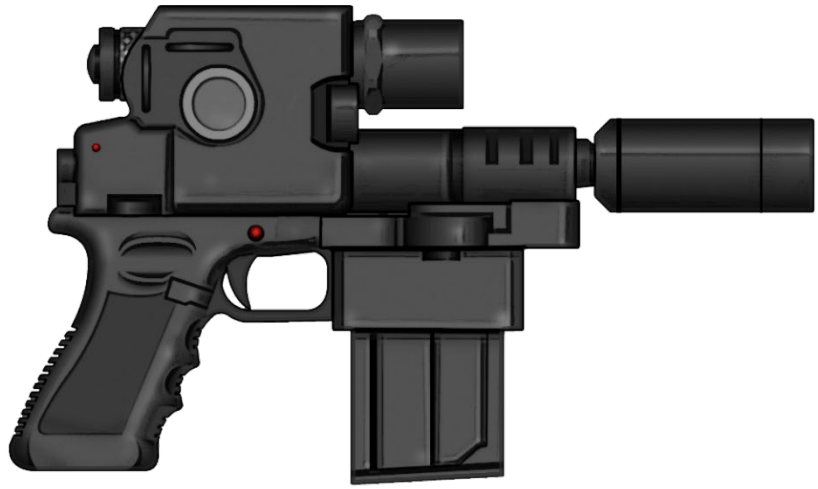


Dallas Armaments Model 22: The Model 22 is a fully automatic 12-guage shotgun and, while it still has recoil, it has far less than most shotguns of its type. While the standard version of the Model 22 comes with a 9-round box magazine, a 32-round drum magazine is also available. The Model 22 is often the preferred weapon of anyone who feels the need to fill a room full of lead.

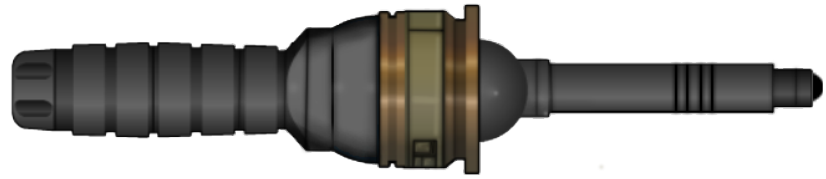
Energy Pistols



Cascadia Systems Laser Pistol: The most commonly found laser pistol in Clement Sector, the CSLP is often used by Cascadian forces such as the Cascadia Colonization Authority (CCA) and law enforcement as a sidearm. The CSLP employs a battery which slides into the grip and is good for firing 20 shots before needing to be recharged. Most users will simply carry additional batteries and the batteries can be changed as easily as changing a magazine in a slug pistol.

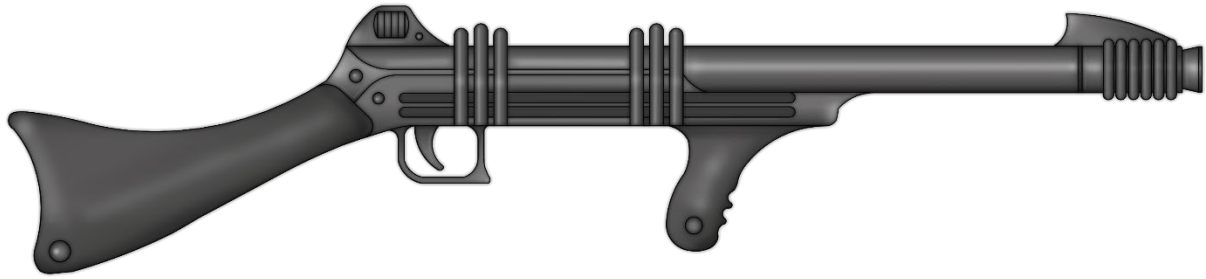


Sturm Laser Pistol: Sturm is a German arms manufacturer based on Hub (Hub 0405). The Sturm Laser Pistol is commonly found as a sidearm for Hub Federation military and law enforcement members. The battery is located in the grip and can power 25 shots before needing to be replaced or recharged. Slightly more powerful than the CSLP, the Sturm Laser Pistol is edging out the CSLP in Hub Subsector.



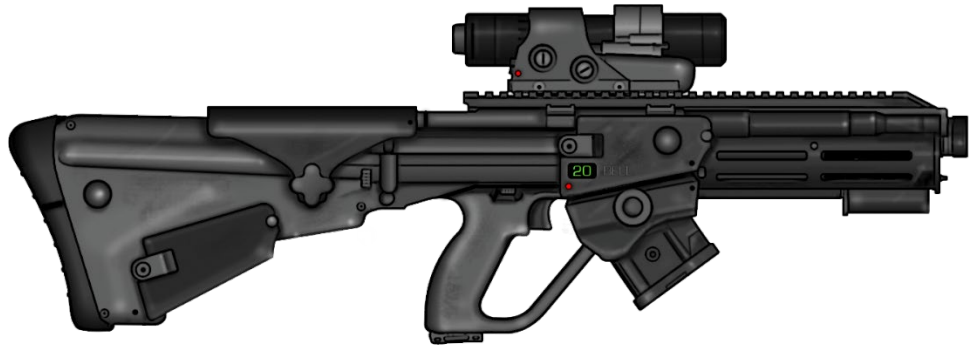
Kruppe-Norden Fabrik Stunner: The Stunner fires an electromagnetic pulse which disrupts the target's neural processes which incapacitates the target. If a target is hit by the stunner, they must attempt an Endurance (END) check at Very Difficult (-4). If the target succeeds, then the target takes no damage. If the target fails this check, the target is knocked unconscious for 3d6 combat rounds.

Energy Rifles



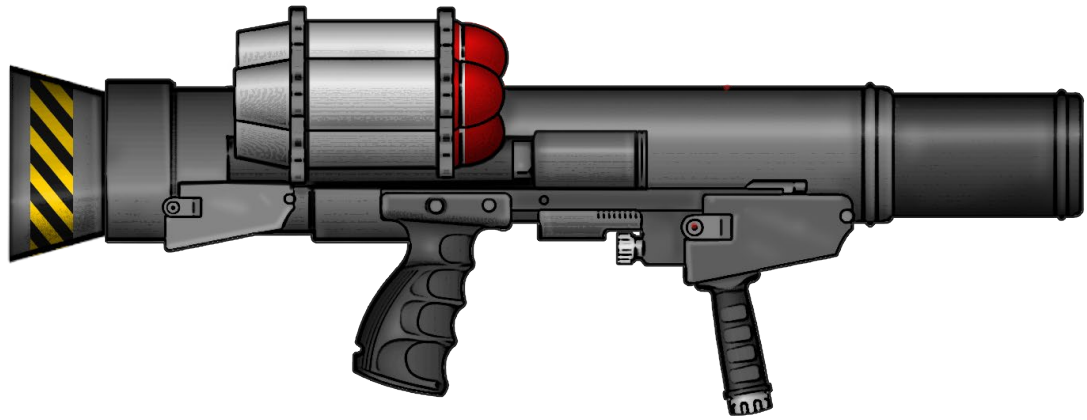
Cascadia Systems Laser Rifle: The most commonly used laser rifle in Clement Sector, the CSLR is popular among law enforcement tactical teams, some mercenary groups, and pirates who know that *Superpirate!* is just fiction. The CSLR uses a battery which slides into the grip in a similar method as the Cascadia Systems Laser Pistol (though the pistol and rifle batteries are not interchangeable). The CSLR's battery can fire 20 shots before needing to be replaced or recharged.

Sturm Laser Rifle: Sturm's version of the laser rifle which is popular in the Hub Federation and sometimes seen in Sequoyah and Franklin Subsectors as well, is more a laser pistol than a rifle though this is how Sturm chooses to market it. The Sturm is both lighter than the CSLR and packs a slightly harder punch. Like the CSLR, the Sturm Laser Rifle has a battery that slides into the grip and can fire 20 shots before needing to be replaced or recharged.



Bell Arms Blaster Rifle: Bell Arms' only energy weapon, the Blaster Rifle is popular with troops and law enforcement on Harrison (Sequoyah 0805) and is becoming more popular throughout Sequoyah Subsector. The Blaster Rifle has a battery with the same power as that found in the CSLR or Sturm's laser rifle but features a faster working laser projector that can fire two shots in the same period as the others can fire one. Of course, this means your 20-shot battery lasts half as long.

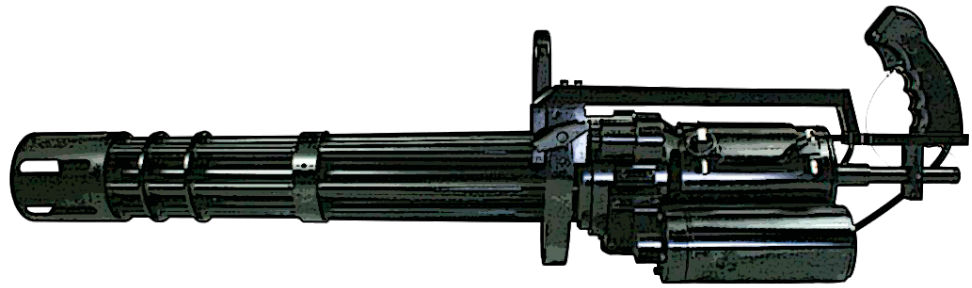
Support Weapons



Cascadia Systems Personal Anti-Aircraft Defense (PAAD): The PAAD is a personal missile launcher which fires a gravitic smart missile at grav vehicles and other aircraft which may threaten the person. Reloading the PAAD takes four combat rounds. The PAAD has a range of 15,000 meters and all shots will be at Routine (+0).

There is a 1.5 meter danger space behind anyone using the weapon. Anyone caught behind the weapon will be hit for 3d6 damage.

The PAAD uses the skill Heavy Weapons (Launchers).



Bell Arms AE136: Bell Arms calls this the ultimate weapon and almost every Harrison-based military platoon is armed with at least one. The AE136 is gravitic assisted six barreled rotary autocannon. It can be set to fire a short burst of 20 rounds or a full blast of 500 rounds which expends its entire ammunition package in one round. Alternatively, you can mount the AE136 on a tripod or vehicle and belt-feed the weapon from a 5000 round ammo package.

The AE136 will be illegal for an individual to own and carry on any world with a law level higher than 3. While the gravitic assist on the weapon will allow a human, altrant, or uplift to carry the weapon and fire it, Bell Arms highly recommends wearing combat armor of some sort when using the weapon in this manner. Without the gravitic assist, it is impossible for a person to use the weapon without a mount or a tripod.

Damage can be spread to up to twenty targets without penalty. Each individual shot does 3d6 damage and with 20 shots. Referees who don't want to roll all the dice are free to assume that the 20-shot short burst does 180 points of damage and the full 500 shots does 4500 points of damage.

It requires four turns to reload the 500-shot ammo package into the AE136. A belt-fed system with two operators can be reloaded in two turns. The AE136 uses the Rifle range chart (p.383).

The AE136 uses the skill Heavy Weapons (Large Slug Weapons).

Boone Integrated Systems M256 Squad Automatic Weapon (SAW): The standard light machine gun used by the Boone military. It comes with a bipod and is belt-fed to fire 5.56mm ammunition. It can fire a short burst of 4 shots or a longer burst of 10. It uses the Rifle range chart (see p.383)

The SAW uses the skill Heavy Weapons (Large Slug Weapon).

Boone Integrated Systems M301 Squad Automatic Weapon (Personal) (SAWP): An improvement over the SAW, the SAWP fires 10x28 mm caseless ammunition and has a combat harness which allows a human, altrant, or uplift to carry the weapon. The combat harness features a gravitic assisted articulated stabilizing arm which is attached to the left hip of the harness. In lieu of a combat harness, this same operating system can be added to combat armor. It is powered by a battery pack in the harness from a connection in the rare of the weapon (as shown) or can be linked through the harness to powered armor.

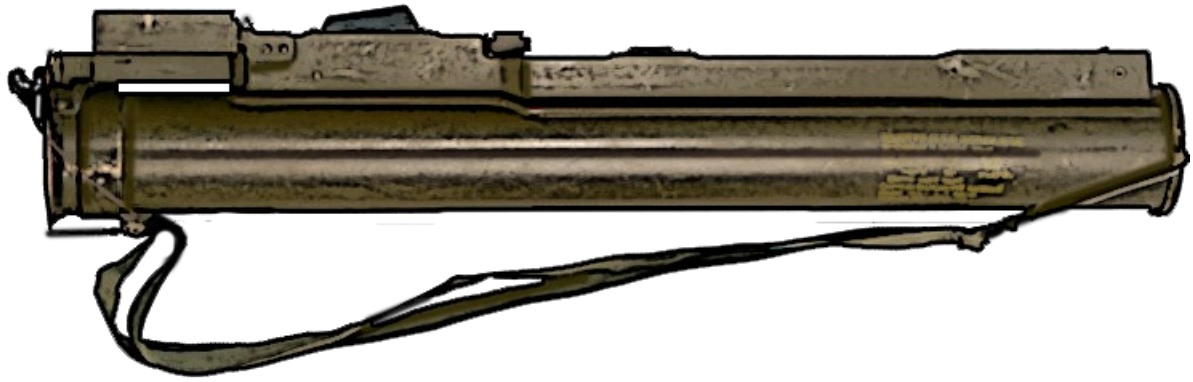
The SAWP carries 250 rounds of ammunition as part of its ammo package. It takes three combat rounds to reload the SAWP. It used the Rifle range chart (see p.383).

The SAWP uses the skill Heavy Weapons (Large Slug Weapon).

Bell Arms M2 Heavy Machine Gun: Recreating another classic, the Bell Arms M2 (often referred to as "Ma Deuce") is nearly a direct copy of the classic heavy machine gun. It fires a .50 caliber round and can fire in 4-shot or 10-shot bursts. The M2 HMG is belt-fed from an ammo pack of 250 rounds.

The M2 HMG uses the Rifle range chart (p.383).

The M2 HMG uses the skill Heavy Weapons (Large Slug Weapon).



Sturm Drachen Light Anti-Armor Weapon (LAW): The Drachen is a personal missile launcher designed to attack light vehicles. The Drachen's missile is powered by gravitics and has a range equal to the Rifle range chart (p.383). The Drachen can be reloaded and will take two combat rounds to do so.

The LAW uses the skill Heavy Weapons (Launchers).

Boone Integrated Systems Rocket Propelled Grenade (BIS RPG): The RPG is a classic rocket propelled grenade launcher that fires an unguided rocket with a warhead. The RPG uses the Rifle range chart (p.383).

The RPG uses the skill Heavy Weapons (Launchers).

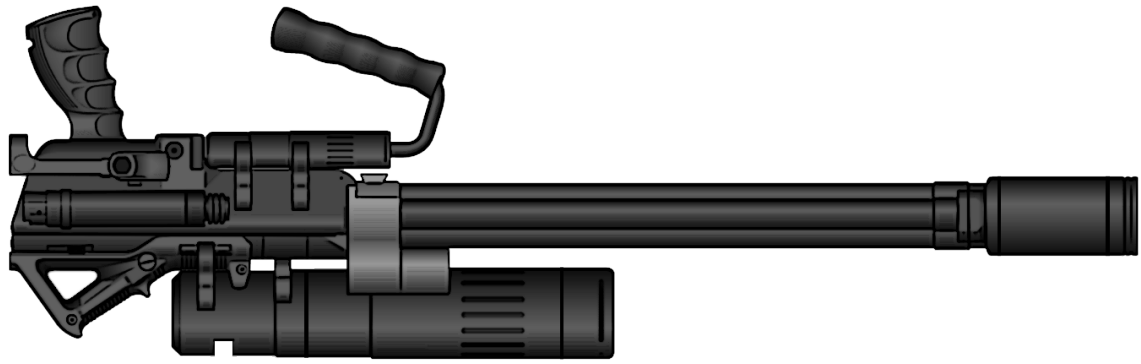
Gagnon Industries BFG: The official documentation of the weapon refers to this as a "Basic Fighting Gun", though no one actually calls it that including Major Calderon, the dictator of Gagnon (Cascadia 0308), who commissioned the weapon to be built. Most, particularly Calderon, refer to it as a "Big Freaking Gun" (though most also don't say "Freaking").

The BFG is a large weapon and fires a burst of plasma at a target. It is powered by a large and bulky battery in the stock which is good for 25 shots before needing to be replaced or recharged. The BFG uses the Rifle range chart (p.383).

The BFG uses the skill Heavy Weapons (Man-Portable Energy).

Boone Integrated Systems GL-6: The GL-6 is a grenade launcher which will fire a grenade further than the average human, altrant, or uplift can throw it. Damage is determined by the type of grenade fired (see p.327) and the GL-6 uses the Rifle range (p.383).

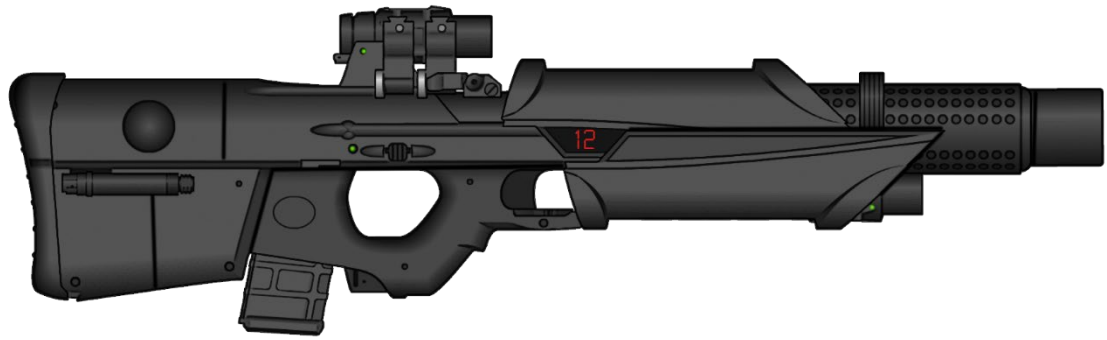
The GL-6 uses the skill Heavy Weapons (Launchers).



Bell Arms Very Rapid Fire Gauss Gun (VRF): The VRF Gauss Gun is a coil version of the AE136 with six rotating barrels. Like any other Gauss-style weapon the VRF Gauss gun uses magnetic coils around the barrels to propel 5.5mm ammunition. Bell Arms highly recommend using the VRF either with assisting battle armor or a tripod though a grav assist harness can be fitted for personal use.

The VRF uses the Rifle range (p.383).

The VRF uses the skill Heavy Weapons (Large Slug Weapon).



Boone Integrated Systems Personal Plasma Gun (PPG): The PPG fires a burst of plasma at a target. The weapon is large and bulky but is equipped with grav assist to aid in carrying the weapon. Like the BFG (p.323), it is a formidable weapon but, unlike the BFG, the plasma can be dialed down to hit one target with the full blast or divide the blast into four targets in autofire.

The PPG has a bulky battery which powers it and the battery is good for 25 shots before needing to be replaced or recharged. The PPG uses the Rifle range (p.383).

The PPG uses the skill Heavy Weapons (Man-Portable Energy)

Ammunition and Battery Packs

Ammunition is available in the same locations and shops where weapons are purchased. Most ammunition will come in boxes of 100 rounds though some weapons will come with rounds available in different types of packages.

Battery packs for energy weapons are sold one at a time.

Ammo	Price (in HF Credits)	# of rounds
.45	70	100
.44	70	100
.50	80 200	100 250
9mm	60	100
.25	50	100
5.7mm	90	100
10mm	80 200	100 250
Web Solution	125	10
.30-.30	50	100
12ga	50	100
7.62mm	75 375	100 500
5.56mm	75 125	100 200
5.5mm	525	700

Battery Pack	Price (in HF Credits)
Cascadia Systems Laser Pistol	75
Sturm Laser Pistol	100
KNF Stunner	50
Cascadia Systems Laser Rifle	125
Sturm Laser Rifle	150
Bell Arms Blaster	150
Gagnon Industries BFG	500
Boone Integrated Systems PPG	500

Ammo	Price (in HF Credits)	# of rounds
PAAD Missile	5000	1
LAW Missile	3750	1

Grenades

Weapon	TL	Cost	Weight	Damage	Blast Radius
Frag	6	180	0.5	5D6/3D6/1D6	9
Smoke	6	90	0.5	Special	6
Aerosol	9	90	0.5	Special	6
Stun	9	180	0.5	3D6 stun	6
EMP	9	100	0.5	Special	2d6
Incendiary	5	30	0.5	3D6 stun	3
Plasma	12	120	0.5	5d6	1.5
Tangler	9	150	0.5	Special	2
Gas	6	90	0.5	Special	6
Sonic	10	120	0.5	Special	12

Grenades

A grenade is a small explosive device designed to be thrown by hand (treat as Ranged (thrown) for Difficulty by range) or launched from a grenade launcher (treat as Ranged (Rifle) for Difficulty by range). If thrown, the skill used is Melee (Thrown Weapons). If fired from a grenade launcher, the skill used is Heavy Weapons (Launchers).

Several grenades are described in the Common Grenades table. Each column is described as follows:

Cost: Price in Hub Federation Credits for a case of six grenades.

TL: The minimum tech level required to manufacture such an item.

Weight: Weight per grenade in kilograms (kg).

Damage: The damage a weapon inflicts.

Aerosol: Aerosol grenades create a fine mist six meters in radius that diffuses lasers but does not block normal vision. Any laser attack made through the mist has its damage reduced by 10. Laser communications through the mist are completely blocked. The mist dissipates in 1D6x3 rounds, although high winds and other extreme weather can sharply reduce this time.

Frag: The damage from fragmentation grenades decreases with distance from the blast:

Table: Frag Grenade Damage by Distance

Distance	Damage
3 meters	5D6
6 meters	3D6
9 meters	1D6

Smoke: Smoke grenades create a thick cloud of smoke six meters in radius, centered on the location of the grenade. This smoke imposes a –2 DM on all attacks within or through the cloud (doubled for laser weapons). Smoke dissipates in 1D6x3 rounds, although high winds and other extreme weather can sharply reduce this time.

Stun: Stun weapons, such as stun grenades, are non-lethal and do not inflict normal damage. A character within six meters of a stun grenade detonation must make an Endurance check with a negative DM equal to the damage (after armor is subtracted). If this Endurance check is failed, the character is knocked unconscious. If the Endurance check is successful, the character is unaffected by the weapon and the stun damage is ignored.

EMP: Electromagnetic Pulse grenades are used to knock out drones, robots, computers, and electronic equipment. Any unshielded electronic technology caught in the radius of an EMP grenade will automatically shut down for 1d6 minutes unless equipped with shielding to prevent this.

Incendiary: Incendiary grenades deal 1d6 fire damage to targets within three meters of the blast; once hit the character may still be on fire. In addition, the target may also catch fire (see p.170). If a person catches fire, a Difficult (-2) Dexterity check is needed to put the fire out or the character takes another 1d6 damage every round until the fire is put out. Water will not douse the fire but other means such as a fire extinguisher may be used. The radius is considered to be ablaze for 2d6 minutes – inflicting 2d6 fire damage to anything that enters the area. Just as with smoke grenades, the area affected imposes a -2 DM on all attacks within or through it (doubled for lasers)

Plasma: Plasma grenades use two chemical agents and an electrical pulse to start a massive reaction in the grenade's shell. This reaction causes it to explode in a small orb of superheated gas. These have a 1.5-meter blast radius.

Tangler: Developed as a non-lethal restraint weapon. Characters caught within the 2-meter blast radius are showered in thick sticky polymer threads that harden in seconds. The effect of this immobilizes the target and they cannot move for up to 15 minutes. The targets may still breathe and talk. Every round the entangled characters may attempt a Very Difficult (-4) Strength check to break free. After 40 minutes, the polymers break down and become brittle making it so the character may break free with no effort. Solvents will dissolve and remove the effects of a tangler. Applying solvent in combat is a significant action.

Gas: Gas grenades create a thick cloud of gas with a 6-meter radius. The effect of the gas is based on what sort of gas is used. Gas dissipates in 1D6x3 rounds although high winds and other extreme weather can sharply reduce this time. Depending on the type of gas, some characters may not be affected or can don equipment such as gas masks to avoid the effects of the gas.

Gas Types

Gas	Method	DM	Time	Damage
Chlorine	Contact/Inhalation	–2	0	1D6
Tranq	Inhalation	–1D6	½ Hour	See below
Nerve	Contact/Inhaled	–4	0	2D6
Tear	Contact	-2	½ Hour	-2 DM to skill rolls
Hallucinogenic	Inhaled	-4	1 Hour	See below
Blind	Contact	-2	1 Hour	See Below
XRX	Contact	-2	1d6 Rounds	2d6

Method: refers to how the gas works and what protection will work against it.
DM: Endurance check DM against the effect of the gas
Time: How long the effect of the gas lasts. Any gas with a time of 0 will affect the character until they are clear of the gas, it has dispersed, or they have put on protective gear.
Damage: Damage per round

The character must make an Endurance check with the listed DM to resist the effects of the gas, every round while exposed to the gas. Instead of an Endurance check the character may don protective gear.

Action	Check and Difficulty
Donning a gas mask/filter/breather	Dexterity check. Average (+0)
Buttoning up a suit that is already being worn	Dexterity check. Routine (+2)
Putting on a complete suit	Dexterity check. Difficult (-2)

Any suit with full environmental support such as Vacc Suits, Combat Armor, or Hostile Environment Suit will protect against Inhaled and Contact gas.

Gas Masks, Filters, and Breathers will just protect against inhaled gas.

Referees may allow for a modicum of protection if the character attempts to use a makeshift method such as rags or goggles. Although this sort of protection will fall short of that given by proper equipment, Referees may consider giving a +1 or +2 DM to an endurance roll which, if successful, may give the character time to get out of the gas or to don proper gear. Referees should remain mindful of the strength and type of the gas when making such a decision.

Chlorine: One of several chemical weapons that attacks the lungs and impedes the victim's ability to breathe. Secondary effects are skin burns and blurred vision. Damage can be healed normally.

Tranq: Tranquilizer gas is a non-lethal agent that renders the victim unconscious. The victim will stay unconscious for up to half an hour. Once every six minutes the victim may roll a -1d6 DM Endurance check to awaken earlier than the full half-hour.

Nerve Gas: This represents several types of gas that disrupt chemical communications throughout the nervous system. Death is normally caused by respiratory failure. There are drugs such as atropine that will act as an antidote against nerve agents such drugs are administered via auto-injectors. After administrating the drug, the character will still be incapacitated until they recover.

Tear gas: Often used by law enforcement and paramilitary units, the tear gas grenade has the effect of causing severe eye irritation, nausea, and coughing. While affected, the character has a -2 DM to any skill roll. The effects of the tear gas remain in effect for one hour.

Hallucinogenic: These grenades contain a chemical which causes hallucinations or delirium. The exact effects vary from person to person. The referee may apply a random effect (see below) or something of his own choosing. The effects are temporary and last an hour.

Roll	Effect
1	Delirium
2	Hallucination
3	Rage
4	Mania
5	Terror
6	Panic Attack

Blind: Renders the victim unable to see. Any action is difficult or nearly impossible without aid. Effects last for half an hour.

XRX: A particularly insidious chemical weapon, XRX is a highly corrosive gas that will eat through most substances. Designed to affect those wearing protective gear, damage should first be applied to the suit and then to the character. Gear with no protection factor provides no defense. Fortunately, XRX is short-lived and will only last 1d6 rounds. However, the effects will continue after the character leaves the gas cloud. XRX disperses faster and takes only 1d6 rounds to clear.

Sonic Grenades: A non-lethal weapon that emits an intense sonic blast that causes pain and disorientation. It has a 12-meter blast radius and the effects last for 6 rounds. Anyone caught in the area may attempt a Difficult (-2) Endurance test. Those who fail or do not attempt the task will suffer a -2 DM penalty against any task. Anyone in a suit with full environmental protection is immune to the effect. Drones and vehicles are also immune.

Armor

Armor	TL	Protection	Cost	Weight (kg)	Skill Required
Ablat	9	3/8	75	2	None
Cloth/7	7	7	250	2	None
Cloth/10	10	9	500	1	None
Combat Armor/10	10	12	200,000	18	Suit (Vacc Suit)
Combat Armor/11	11	14	300,000	10	Suit (Vacc Suit
Hostile Environment Suit/9	9	7	18,000	30	Suit (Hostile Environment)
Hostile Environment Suit/11	11	8	20,000	15	Suit (Hostile Environment)
Leather	1	1	50	1	None
Mesh	7	3	150	2	None
Reflec	10	0/12	1,750	1	None
Vacc Suit/7	7	4	7,500	35	Suit (Vacc Suit)
Vacc Suit/10	10	6	10,000	12	Suit (Vacc Suit)
Vacc Suit/11	11	7	12,500	8	Suit (Vacc Suit)
Vacc Suit/12	12	8	14,000	5	Suit (Vacc Suit)
Battle Armor	12	18	250,000	26	Suit (Battle Armor)

Armor reduces the amount of damage a character takes from a hit, based on the type of armor worn. The armor rating for a set of armor is equal to the amount of damage reduced by the armor when you are hit in combat. A hit with Effect 6+ always inflicts at least one point of damage, regardless of the target's armor.

Unless otherwise noted, only one type of armor can be worn at a time. Resolve damage from the outside in – damage that gets through the outer layer of armor is next applied to the inner layer.

TL: The earliest tech level at which this item first becomes available.

Protection: The amount of damage reduced by the armor when an attack strikes the character. When two values are listed separated by a slash, the number to the left of the slash represents the armor rating against all attacks except lasers, while the number to the right of the slash represents the armor rating against laser attacks.

Cost: The cost of the item in Hub Federation Credits.

Weight: The weight of the item in kilograms.

Skill Required: Some armors have a required skill. A character suffers the usual unskilled penalty when using armor without levels in the required skill.

Armor Descriptions

Ablat (TL 9): A cheap alternative to Reflec, ablat armor is made from a material that ablates (vaporizes) when hit by laser fire. Each laser hit on ablat reduces its armor value (versus lasers) by one, but the armor is cheap and easily replaceable.

Cloth (TL 7): A heavy duty body suit tailored from ballistic cloth. At TL7, this appears as a bulky jacket to wear over clothing and it is obvious that you wearing the armor. By TL10, the clothing itself becomes Cloth armor and it is virtually indistinguishable from normal clothing. The fabric absorbs impact energy and spreads it over the body, which can result in bruising.

Combat Armor (TL 10-11): This full-body suit is used by the military and not generally available on the open market, although those with military or criminal contacts can obtain it without much difficulty. It is issued to troop units and mercenary battalions. Combat armor protects from hard vacuum in the same way as a vacc suit and provides life support for six hours.

Hostile Environment Vacc Suit (TL 9-11): Hostile environment suits are designed for conditions where a normal vacc suit would be insufficient, such as deep underwater, worlds shrouded in toxic or corrosive gases, extremes of radiation or temperature, or other locales that offer serious physical danger as well as the lack of a breathable atmosphere. HEV suits provide all the life support offered by a normal vacc suit (for six hours) but are also impervious to flames, intense radiation such as that found at nuclear blast sites (decreasing radiation exposure by 180 rads), and high-pressure environments like undersea trenches.

Leather (TL 1): A natural or synthetic leather jacket or body suit covering the torso and upper arms and legs.

Mesh (TL 6): A jacket or body suit lined with a flexible metal or plastic mesh that gives it added protection against bullets.

Reflec (TL 10): Reflec armor is a flexible plastic suit with layers of reflective material and heat-dispersing gel. It is highly effective against lasers but provides no protection against other attacks. Reflec can be worn with other armor.

Vacc Suit (TL 7-12): The vacc suit or space suit is the spacer's best friend, providing life support and protection when in space. A vacc suit provides a breathable atmosphere and protection from the extremes of temperature, low pressure and radiation typically found in a hard vacuum (decreasing exposure by up to 40 rads), for six hours.

Medications

Medications often supplement the direct medical attention of a trained health professional. The following medicinal drugs are commonly encountered in Clement Sector campaigns. For a discussion of recreational drugs found in Clement Sector, see p.487.

Drug	TL	Cost
Medicinal	5	*
Anti-Radiation	8	1,000
Panaceas	8	200
Stim Drugs	8	50
Combat Drug	10	1,000
Fast Drug	10	200
Metabolic Accelerator	10	500
Medicinal Slow Drug	11	500

Medicinal Drugs: These medications include vaccines, antitoxins, and antibiotics. They range in cost from Cr5 to 1D6x1,000 Credits, depending on the rarity and complexity of the drug. Medicinal drugs require the Medic (Diagnosis) skill to use properly as using the wrong drug can be worse than doing nothing. With a successful Medic (Diagnosis) check the correct drug can counteract most poisons or diseases, or at the very least give a positive DM towards resisting them. If the wrong drug is administered, treat it as a Difficult (–2 DM) poison with a damage of 1D6.

Anti-Radiation Drugs: Must be administered before or immediately after (within ten minutes) radiation exposure. They absorb up to 100 rads per dose. A character may only use anti-rad drugs once per day – taking any more causes permanent Endurance damage of 1D6 per dose.

Panaceas: Wide-spectrum medicinal drugs that are specifically designed not to interact harmfully. They can therefore be used on any wound or illness and are guaranteed not to make things worse. An unskilled character using panaceas may make a Medic (Any) check as if he had Medic 0 when treating an infection or disease.

Stim Drugs: Removes fatigue, at a cost. A character that uses stim may remove the effects of fatigue but suffers one point of damage. If stims are used to remove fatigue again without an intervening period of sleep, the character suffers two points of damage the second time, three points the third time, and so on.

Combat Drug: This drug increases reaction time and improves the body's ability to cope with trauma, aiding the user in combat. A character using a combat drug adds +4 to their Initiative total at the start of combat (or whenever the drug takes effect). They may also dodge once each round with no effect on their initiative score and reduces all damage suffered by two points. The drug kicks in twenty seconds (four rounds) after injection and lasts around ten minutes. When the drug wears off, the user is fatigued.

Fast Drug: Also known as 'Hibernation', this drug puts the user into a state akin to suspended animation, slowing their metabolic rate down to a ratio of 60 to 1 – a standard day for the user is two

months. Fast drug is normally used to prolong life support reserves or as a cheap substitute for a cryoberth.

Metabolic Accelerator: Also known as 'Slow Drug', this drug boosts the user's reaction time to superhuman levels. A character using slow drug in combat adds +8 to their initiative total at the start of combat (or whenever the drug takes effect). They may also dodge up to twice each round with no effect on his initiative score. The drug kicks in 45 seconds (eight combat rounds) after ingestion or injection and lasts for around ten minutes. When the drug wears off, the user's system will crash. They will suffer 2D6 points of damage and will be exhausted.

Medicinal Slow: A variant of the slow drug. It can only be applied safely in a medical facility where life-support and cryo-technology is available as it increases the metabolism to around thirty times normal, allowing a patient to undergo a month of healing in a single day.

Computers

As technology continued to advance into the 24th century, computers became ubiquitous and a part of everyday life for everyone. As part of that, computers continued to be handheld devices much as they had during the 21st century, but they also became wearable devices as well as being something that could be inserted into or attached to a person's body.

By the time of Clement Sector, the cyberware craze has ended and become a thing of the past. While people continue to use embedded handcomps and mindcomps, the sort of "chrome" that characterized portions of the 22nd century is now seen as "out of style" and "gauche", though there are still those who continue to use it. Some use it because it is far less expensive than the current bioware alternatives while others use it to be rebellious against the sort of people who see it as being "out of style" and "gauche".

Cyberware is covered in *Interface: Cyberware in Clement Sector.* Bioware and modifications can be found in *Tree of Life: Altrants in Clement Sector.*

Handcomps

A handcomp is a portable hand computer which allows the user to communicate using voice and text, connect to the local worldnet, and perform a wide variety of other tasks using software which is widely available. Software and the rules behind using software can be found on p.338.

Handcomps become available as early as TL7 and are still in use by many in this setting particularly on worlds where there may be a bias against mindcomps and other cyberware. Early handcomps are handheld devices which allow for communications and run limited software. As handcomps advance in tech level, they become increasingly more powerful and become wearable devices rather than handheld. While the most common term for these devices is "handcomp", on some worlds with a connection with the US, Southern Alliance, or Republic of Texas, handcomps will still be referred to by the archaic word "phone". This is particularly true of those from Harrison (Sequoyah 0805),

At TL10, handcomps become devices worn on the wrist or forearm of the user. While some may take the form of a wristwatch, some will take the form of a bracelet or bracers on the arm. In

many cases, these handcomps will project a holographic image above the device so that the user can type on the holographic keyboard or interact with holographic icons. Special glasses or contact lenses can be used so that the user is the only one seeing these projections to allow for privacy.

TL11 handcomps work much the same way but are most often found in the form of a ring around the user's finger. This smaller handcomp works the same way as a TL10 handcomp using holographic images as keyboards and icons with special glasses of contact lenses allow the user to have privacy when desired or needed.

TL12 handcomps are tiny devices which are placed on the user's hand. While some will wear the device stuck into the back of their less dominant hand, others will simply have it attached to the

back of their hand. However, most will have the device placed under the skin to prevent loss of the device as they are quite small. Most TL12 handcomps are less than a millimeter in diameter.

Handcomp Type	Mass	Bandwidth Rating	Cost (HF Cr)	Tech Level
Handcomp/2	0.138	4	1000	10
Handcomp/2	0.003	6	2000	11
Handcomp/3	-	7	3000	12

Mindcomps

Mindcomps are the ultimate in personal computer technology. The mindcomp functions like any other computer; however, it is controlled directly by the user's brain rather than by hand or holographic display. Early TL9 versions of the technology involved boring a hole into the skull and placing a neural link directly into the brain. TL10 mindcomps are somewhat different as they are implanted within the skull but do not attach to the grey matter of the brain itself. At TL11, the mindcomps can be placed within the skull or can be attached to the outer part of the skull either on the top of the head or along the temples. At TL12, much like handcomps, these devices are small enough to be unnoticeable to anyone who is not specifically looking for it and can be hidden in the hair of the user, behind the ear, or as a small spot on the user's forehead or temple. All TL12 mindcomps are externally placed.

Mindcomps can be extremely convenient for users by giving them a constant connection with a worldnet on civilized worlds. However, this is not without risk. Some users report being depressed or lonely when the mindcomp is no longer connected to a worldnet in locations like deep space or in Zimmspace. Many starships will be equipped with intranets to aid users during times like this, but if a person is the only person on the ship with a mindcomp and the ship does not have an artificial intelligence, this can often be a very poor substitute. Some worlds, such as Harrison (Sequoyah 0805), will refuse entry to those equipped with mindcomps. Other worlds, such as Kingston (Hub 0106), will require citizens to have a mindcomp installed at birth and, some believe, use that connection to the user's brain to control their citizens as well as monitor their daily lives.

All mindcomps include the ability to communicate using voice or text, connect to a worldnet, or perform a wide variety of tasks using available software (see p.338). In addition, all mindcomps have the ability to directly interface with other computers creating a direct neural link between the computer and the user. This allows the user to manipulate a connected computer at a far faster speed than with their hands. Interacting with a computer in this fashion gives the character a +2DM to any computer-related task.

Mindcomp Type	Mass	Bandwidth Rating	Cost (HF Cr)	Tech Level
Mindcomp/2	-	4	120,000	10
Mindcomp/2 (Internal)	-	6	145,000	11
Mindcomp/2 (external)	-	6	95,000	11
Mindcomp/3	-	7	120,000	12

Starship Computers

Starship computers and their usage is covered in the starship manual, *The Anderson & Felix Guide to Naval Architecture.* However, those computers will use the same software rules as presented here.

Software Usage

The capacity rating of any computer is determined by the model type. Each computer's rating determines exactly how many software programs can be loaded, run concurrently within active memory at any given time and its relative power compared to less capable earlier technology models.

For example, a model 3 computer available at TL 12, has a bandwidth rating of 7 allowing it to concurrently run 7 rating 1 programs, or 2 rating 3 programs and one rating 1 program etc.

A computer's rating also determines the most appropriate computer that would be required to run a particular software program. More sophisticated software requires an appropriately powerful computer to run that software without penalty. A model 3 computer would therefore be the base type to run any level 3 software. Each model lower than the base computer model for a software program level incurs a -1 DM undertaking the task the software provides. Higher level software can be run at a lower level to the minimum level shown but not in order to install it onto a lower rated computer to avoid any penalty in its use.

Desktop and Tablet Costs

Computer Model	TL	Bandwidth Rating	Cost (Cr)
Model 1	8	2	50
Model 1	9	2	100
Model 2	10	4	250
Model 2	11	6	350
Model 3	12	7	500

Though most computers in Clement Sector are wearable, tablet type devices are still very popular, especially in the civilian market. Desktop or terminal type computers are still very much in use, especially on spacecraft and within administrative roles. Tablet device battery life ranges from 5 days at TL 8 through to 28 days at TL 13.

Notebook type computers can be also purchased from all computer outlets across both sectors. These mass 500g, have the same range of models as per the table above, and can utilize the same type of Core Data Storage Modules as other computer types. At TL 13, notebooks have a battery life of 45 days.

Software Table

Software*	Bandwidth Rating	TL	Cost (Cr)	Description
Database	-	7	10 – 10,000	A database is a large store of information on a topic that can be searched with a Computer check or using an Agent.
Interface	0	7	Included	Displays data. Using a computer without an interface is a Formidable (–6 DM) task.
Operating System	0	7	Included	Required for a computer to function.
Admin Office	1	7	150	A full software suite providing tools for administrative tasks
Security/0	0	7	Included	Security programs defend against intrusion. Rating 0 is Average (+0 DM).
Security/1	1	9	200	
Security/2	2	11	1000	
Security/3	3	12	20,000	
Translator/0	0	9	50	Translators are specialized Expert systems that only have Language skills. Provides a near-real-time translation.
Translator/1	1	10	500	Works in real-time and has a much better understanding of the nuances of language.
Intrusion/1	1	10	1000	Intrusion programs aid hacking attempts, giving a bonus equal to their Rating. Intrusion software is often illegal.
Intrusion/2	2	11	10,000	
Intrusion/3	3	12	100,000	
Intelligent Interface/1	1	10	100	"Low autonomous" artificial intelligence allows voice control and displays data intelligently. Required for using Expert programs.
Intelligent Interface/2	2	11	1000	"High autonomous" artificial intelligence allows a primitive artificial Intelligence to self-imitate and learn on its own.
Intelligent Interface/3	3	12	10,000	True artificial intelligence capable of independent creative thought.
Expert/1	1	11	1000	Expert programs mimic skills. A character using an expert system may make a skill check as if they had the skill at the program's Rating –1. Only Intelligence and Education-based checks can be attempted. If the character already has the skill at a higher level, then an Expert program grants a +1 DM instead.
Expert/2	2	12	10,000	
Agent/0	0	10	500	Agent programs have an Electronics (Computers) skill equal to their Rating and can carry out tasks assigned to them with a modicum of intelligence. For example, an agent program might be commanded to hack into an enemy computer system and steal a particular data file. They are effectively specialized combinations of Computer Expert and Intellect programs.
Agent/1	1	11	2000	
Agent/2	2	12	100,000	
Intellect/1	1	11	2000	Intellects are improved agents, who can use Expert systems. For example, a robot doctor might be running Intellect/1 and Expert Medic/3, giving it a Medic skill of 2. An Intellect program can use a number of skills simultaneously equal to its Rating.
Intellect/2	2	12	50,000	

* Software and Level (software name/software level). *For example, Expert/3 is Expert Level 3*

Apps

Apps (Applications) are small programs that provide computer users with a vast variety of useful tools. Apps are typically written for specific tasks, for recreation or to provide additional functionality for normal software. Cost of Apps range from free (usually with advertisements drawn from the local system worldnet) up to 150Cr and require a bandwidth rating of 0.25. It will be up to the Referee to decide what Apps might be currently available on a system's worldnet for players to install on their computers.

Robots

Robots and their creation are detailed in our robot manual, *Artificial: Robots in Clement Sector.* However, for convenience, we have listed some commonly found robots within the Clement Sector setting.

Robots are iconic to science fiction. This section describes the robots and drones commonly available in a Clement Sector campaign. A robot has an Intellect program (see p.383) running, allowing it to make decisions independently, while drones are remote-controlled by a character with the Electronics (Remote Operations) skill.

Robots and drones operate in combat like characters but take damage as if they were vehicles (see p.398). They have Hull and Structure characteristics instead of the Endurance characteristic, and an Endurance DM of 0.

Any robot running an Intellect program has an Intelligence and Education score while drones have neither. A robot's Education characteristic is representative of the information programmed into it and even low-end robots can have high Education scores.

Most robots have a Charisma characteristic of 0 as they are not social creations but there are some exceptions, usually high-end models running advanced Intellect programs. Drones do not have Charisma but in cases where they are used to engage in diplomacy or other social intercourse the operator can use their own Charisma score.

Cargo Robot (TL 11): These simple, heavy-duty robots are found in starport docks and on cargo ships. Cargo drones can be constructed as low as TL9, but their utility is extremely limited until the invention of Intellect programs.

Strength 30 (+8), Dexterity 9 (+1), Hull 2, Structure 2, Intelligence 3 (–1), Education 5 (–1), Charisma 0 (–3)

Traits: Armor 8, Huge, Specialized Model 1 computer (running Intellect/1 and Expert (appropriate skill)/1)
Weapons: Crushing Strength (Natural Weapons, 3D6 damage)
Price: 75,000

Repair Robot (TL 11): Shipboard repair robots are small crab-shaped machines that carry a variety of welding and cutting tools. Specialized repair robots may run Expert Engineering rather than Expert Mechanics.

Strength 6 (+0), Dexterity 7 (+0), Hull 1, Structure 1, Intelligence 5 (–1), Education 6 (+0), Charisma 0 (–3)

Traits: Integral System (mechanical toolkit), Specialized Model 1 computer (running Intellect/1 and Expert Mechanics/2)
Weapons: Tools (Natural Weapons, 1D6 damage)
Price: 10,000

Personal Drone (TL 11): This is a small floating globe about thirty centimeters in diameter. It is equipped with holographic projectors which can display the image of a person, allowing a character to have a virtual presence over a great distance.

Strength 2 (–2), Dexterity 7 (+0), Hull 1, Structure 1

Traits: Tiny, Integral System (comm, audio/visual), Integral System (grav floater), Integral System (TL 11 holographic projector)
Price: 2,000

Probe Drone (TL 11): A probe drone is a hardened version of a personal remote, armored and carrying more sensor packages. They have an operating range of five hundred kilometers and can fly at a speed of 300 kph.

Strength 3 (–1), Dexterity 7 (+0), Hull 3, Structure 3
Traits: Armor 5, Integral System (comm, audio/visual), Integral System (grav belt), Integral System (TL 10 holographic projector), Integral System (every sensor available at TL 11 and below)
Price: 15,000

Autodoc (TL 12): An autodoc is a specialized, immobile medical robot, which is often installed inside vehicles or spacecraft.

Strength 6 (+0), Dexterity 15 (+3), Hull 1, Structure 1, Intelligence 9 (+1), Education 12 (+2), Charisma 0 (–3)
Traits: Integral System (TL 12 medikit), Specialized Model 1 computer (running Intellect/1 and Medicine/2)
Weapons: Surgical Tools (Slashing Weapons, 1D6 damage)
Price: 40,000

Combat Drone (TL 12): Combat drones are little more than flying guns mated to a grav floater and a computer system. The drones must be piloted with the Electronics (Remote Operations) skill, but attacks are made using the appropriate weapon skill. Combat drones loaded with Intellect and combat Expert programs (making them autonomous combat robots) are illegal on many worlds.

Strength 12 (+2), Dexterity 10 (+1), Hull 4, Structure 4

Traits: Armor 9, Integral System (grav floater), Integral Weapon (any)
Weapons: Any gun
Price: 90,000, plus the cost of the weapon (the Integral Weapon upgrade is included)

Servitor (TL 13): Servitor robots are expensive humanoid robots who are programmed to act as butlers or servants to the nobility. Some servitor owners reprogram their robots with Expert Carousing or Expert Gambling to better suit their lifestyle.
Strength 7 (+0), Dexterity 9 (+1), Hull 2, Structure 2, Intelligence 9 (+1), Education 12 (+2), Charisma 7 (+0)

Traits: Computer/3 (running Intellect/1 and Expert Steward/2 – servitors also have Expert Liaison/2 and Translator/1 available should they be necessary)
Weapons: Robot Punch (Natural Weapons, 1D6 damage)
Price: 120,000

Basic Robot and Drone Options

Armor: Armor can be increased by 5, which increases the drone or robot's cost by 25%.

Integral System: Certain devices can be built into drones or robots by increasing the cost of the device by +50%. Popular choices include toolkits of different kinds, various sensors, or mobility upgrades like thruster packs or grav floaters.

Integral Weapon: Any suitable weapon can be added to a drone or robot, at the cost of Cr10,000 + the cost of the weapon

Miscellaneous Equipment

Characters often possess any of a number of personal devices, such as those described in this section.

Description	TL	Cost	Weight
Magnetic Compass	3	10	>1kg
Wristwatch	4	100	>1kg
Radiation Counter	5	250	1kg
Metal Detector	6	300	1kg
Hand Calculator	7	30	>1kg
Inertial Locator	9	1200	1.5kg
Electromagnetic Probe	10	1000	>1kg
Holoprojector	9	1,000	1kg
Medical Kit	10	1250	10.8kg

Electromagnetic Probe: This handy device detects the electromagnetic emissions of technological devices and can be used as a diagnostic tool when examining equipment (+1 DM to work out what's wrong with it) or when searching for hidden bugs or devices. The Electronics (Sensors) skill can be used to sweep a room for bugs.

Hand Calculator: Allows the user to perform mathematical calculations quickly.

Holoprojector: A holographic projector is a toaster-sized box that, when activated, creates a three-dimensional image in the space around it or nearby – the range is approximately three meters in all directions. The image can be given pre-programmed animations within a limited range and the projector includes speakers for making sound. The projected holograms are obviously not real so this device is mostly used for communication. The TL 10 version can produce holograms that are true-to-life images, at ten times the cost.

Inertial Locator: Indicates direction and distance traveled from the starting location.

Magnetic Compass: Indicates direction of magnetic north if any exists.

Metal Detector: Indicates presence of metal within a 3-meter radius (including underground), with the indicating signal growing stronger as it gets closer to the source.

Radiation Counter: Indicates presence and intensity of radioactivity within a 30-meter radius. The indicating signal will grow stronger as it gets closer to the source.

Wristwatch: Allows the user to tell time. At tech level 9, can be configured to multiple worlds, as well as standard time, and allows the user to configure alarms based on specific times.

Medical Kit: A sturdy backpack which carries a variety of drugs, tools, and other small items to assist in treating injured persons. This includes light sticks, 25' of paracord, tourniquets, pain killers and

other various drugs, dressings, airway opening kits, medical scanner, sutures, pullers and hemostats, scalpels, sheers, hot packs, cold packs, splints, surgical tape, gauze, saline wash, burn gels, bandages, antiseptic wipes, hand sanitizer, thermal blankets, water bottles, masks, and gloves.

Vehicles

Vehicle design for *Clement Sector* uses the Cepheus Engine *Vehicle Design Guide* written by Michael Johnson, Ian Stead, and Paul Elliott and available from Moon Toad Publishing. More vehicles can be found in other Clement Sector sourcebooks such as *21 Vehicles.* For ease of use, we have included some sample vehicles here which were designed by Michael Johnson.

Name:	American Dreams RetroWheels Grav Cycle	Chassis:	Light Grav

Tech Level	Skill	Agility	Speed	Range	Crew/ Passengers	Open ?
11	Flyer (Grav)	2	550kph	3000km	1/1	yes

Hull	Structure	Cost	Shipping Size	Spaces Used	Mass	Cargo
1	2	115,000Cr	2 Tonnes	3	190Kg	N/A

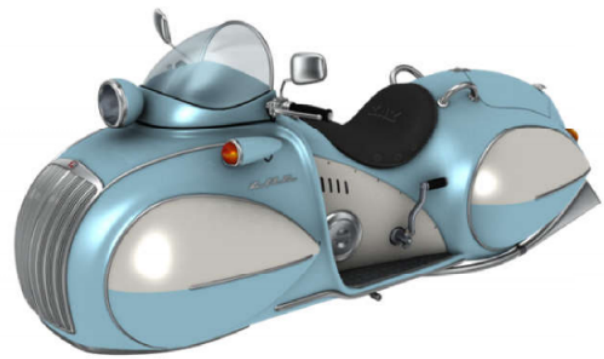
Weapon	Location	Damage	Range	Auto	Ammo

Other Equipment/Modifications

Advanced Controls +1 Agility
Open Frame
Increased Speed 1x

Armour

Location	Points
Front	0
Rear	0
Right	0
Left	0
Top	0
Bottom	0
Turret Front	
Turret Rear	
Turret Right	
Turret Left	
Turret Top	



Designed and sold by the Cascadian based American Dreams Gravcycle Company, the RetroWheels wraps mid twentieth century styling over an efficient modern grav cycle.

Available in a variety of period two tone pastel color styling choices, the RetroWheels has found a market throughout Clement Sector, but is far more popular with younger grav cycle users on Cascadia (Cascadia 0705) and Boone (Sequoyah 0305).

Name:	Croselly Meteor Cruiser	Chassis:	Light Grav

Tech Level	Skill	Agility	Speed	Range	Crew/ Passengers	Open ?
10	Flyer (Grav)	0	360kph	2000km	1/4	No*

Hull	Structure	Cost	Shipping Size	Spaces Used	Mass	Cargo
3	3	315,500Cr	3 Tonnes	6	3250Kg	250Kg

Weapon	Location	Damage	Range	Auto	Ammo

Other Equipment/Modifications

Advanced Controls +1 Agility
Basic Navigation TL 9 (+1 DM)
Communications TL 9 (Distant)
Entertainment System (1000Cr)

Decreased Speed 1x
Convertible*

* To provide for a traditional convertible top, Croselly limited the maximum altitude, via a grav governor, that the Meteor can fly as short term life support was not provided. The Meteor cannot climb beyond one thousand meters.

Armour

Location	Points
Front	5
Rear	5
Right	5
Left	5
Top	5
Bottom	5
Turret Front	
Turret Rear	
Turret Right	
Turret Left	
Turret Top	

Designed and sold by the Cascadian based Croselly Gravmobile Company, the Meteor Cruiser wraps the mid-twentieth century styling popular on Cascadia (Cascadia 0705) around a modern vehicle design. This makes the Meteor Cruiser truly stand out amongst the more modern and traditionally styled grav cars that make up most of the traffic within a city or town.

Available in a variety of period two tone pastel colour styling choices, the Meteor Cruiser has sold very well throughout Clement Sector, but is far more popular with younger drivers on Cascadia.

Name:	FV(G)107 Stoat IFV	Chassis:	Heavy Grav

Tech Level	Skill	Agility	Speed	Range	Crew/ Passengers	Open ?
12	Flyer (Grav)	2	340kph	1650km	2/6	No

Hull	Structure	Cost	Shipping Size	Spaces Used	Mass	Cargo
10	10	5.42MCr	10 Tonnes	20	21,500kg	No

Weapon	Location	Damage	Range	Auto	Ammo
Advanced Light Autocannon	Remote Turret	6d6+4 SAP	Very Long	1/7	500
Medium Machinegun	Turret Coaxial	3d6+2 SAP	Very Long	0/100	3500
Light Missile (Anti armour) 2x	Turret Hardpoint	9d6 AP2	Very Distant	1	-

Other Equipment/Modifications

Advanced Controls +1 Agility
Standard Navigation TL 9 (+2 DM)
Communications TL 10 (Continental)
Encrypted Uplink
Sensors Advanced (Very Distant Range) +2
Autopilot TL 12 +1
Short Term Life Support
Vacuum Environment Protection (for 8)
Improved Fuel Efficiency 1x
Smoke Dischargers
Armour 4x
Fire Control TL 12 +3

Armour

Location	Points
Front	50
Rear	30
Right	50
Left	50
Top	20
Bottom	20
Turret Front	50
Turret Rear	50
Turret Right	50
Turret Left	50
Turret Top	20

A modern, state of the art infantry fighting vehicle in standard use by the Wellington Territorial Guards and Royal Marines, the FV(G)107 Stoat has been adopted as the standard infantry fighting vehicle of the Hub Federation Ground Forces.

Well armored with a light autocannon, two anti-armor missiles and a medium machine gun, the Stoat's role is to carry troops under protection to the objective and then provide firepower support when they have disembarked.

Starships

Starship design for *Clement Sector* uses the *Anderson & Felix Guide to Naval Architecture* written by Michael Johnson for the *Clement Sector* line. More starships and spaceships can be found in other Clement Sector sourcebooks such as our *Ships of Clement Sector* series. For ease of use, we have included some sample starships here.

Rucker-class Merchant Vessel

"Served on Oddjobs all my life, from deck hand to master. I own the "Spacer's Girl" right down to the last weld, she is my home and my mistress and I love her. Ask yourself, what is there not to love about a Rucker? " - Stefano Bilek, owner/master MV Spacer's Girl Franklin registry, March 21, 2321 (standard)

The *Rucker*-class or "Odd Job" as it is often known is a commonly seen vessel in the Clement Sector. It is a 300-tonne vessel intended to be an independent or corporate merchant vessel. They are built by Anderson and Felix in the Hub system.

Most, however, do not refer to the ship by its official A&F name; rather they refer to the ship as an "Odd Job". The ship class earned this nickname from the wide variety of uses that people find for the ship. *Rucker*-class vessels have seen use as everything from system defense ships to pirate ships, from yachts to garbage haulers.

The United States-based naval architect company Classe Design LLC put forward a design for a three hundred displacement tonne starship in 2253, requesting expressions of interest for construction rights to several Earth system based shipyards. The design was a balanced light merchant vessel with moderate performance aimed at providing passenger and cargo transportation for small merchant fleets or individual ship-captains. Construction of the first *Rucker* by a Korean Shipyard in lunar orbit commenced two years later.

Among the fierce competition in a wave of new, lighter merchant vessels, the *Rucker*-class became an instant success with small shipping and cargo companies because of its robust simplicity, low maintenance requirements and low cost. Not only was the standard model employed for anything and everything, variations that were custom, retrofit, or ordered directly from the shipyard became commonplace. Over a period of time the *Rucker* became known simply as the "Oddjob" due to the wide variety of large and small tasks that it was used for. Despite the old spacer's tale of it being the legendary late twenty third century free trader Captain Maeve Washer who first coined the nickname, the origin truly has been lost to history.

It was not long before the *Rucker* crossed the Conduit into Clement Sector where, like Earth Sector, it soon became a common sight at starports and within star systems. During that time Clement Sector was very much the frontier of human interstellar civilization and a myriad of new trade opportunities between the more established colonies and the newer colonies attracted free traders, smaller shipping companies and those that preyed on the trader – pirates.

"We came across two Ruckers pounding the proverbial out of each other and it took the skipper a few minutes to determine what the dickens was going on. It was like looking at some bizarre cannibalistic feeding frenzy"- Sublieutenant Miriam Shand, communications officer, HMS Mameluke January 28, 2292 (standard)

Anderson and Felix Shipbuilders Company, the newly formed Hub based ship building company started by Jamie Anderson and Reynaldo Felix, purchased the licensing rights to construct the *Rucker* in 2301. Though initially very expensive, licensing proved to be a commercial coup for the company as new *Rucker* orders made by Clement Sector based companies shifted to Anderson and Felix rather than ordering from a shipyard located in distant Earth Sector.

So many Rucker-class ships have been built that Anderson and Felix Shipbuilders, who are still the sole producer of the Rucker, cannot ascertain how many are currently in service. Representatives from the Hub Federation based company have stated on several occasions that unspaceworthy

Ruckers are often repaired by smaller local yards to a widely varying degree of competency and there are countless variations and custom fits that the company has seen or are made aware of. The company has however indicated that over eight thousand *Ruckers* have been constructed by Anderson and Felix Shipbuilders over a period of thirty-five years making it the most common light merchant vessel in colonized space.

Anderson and Felix maintain one slip of their massive Hub shipyard orbital purely for the manufacture and maintenance of the *Rucker*. They will continue to do so while sales and production continue to be so high.

The *Rucker* has only undertaken slight changes in the one hundred years since it was initially designed. The only major changes are power plant upgrades that have allowed more power for ships systems, improved computer and sensor systems and a more capable environmental system. Further upgrades to improve normal space drive power, Zimm drive efficiencies and hull armor strength are not considered priorities by Anderson and Felix Shipbuilders to keep the overall cost of the ship as low as possible. Indeed, the cost of the ship has not varied considerably for more than eighty years and still represents the best investment outlay for a starship that can be economically tasked for almost any purpose.

Rucker-class Merchant Vessel

Hull and Armor

Type			Tonnes	Price (MCr)
Hull	300 Tonnes Code 3	Hull 6	300	12.0
	Streamlined	Structure 6		1.2
Armor	Crystaliron x1	4 points	15	2.4
Hull and Armor Total			15	15.6

Engineering

Type			Tonnes	Price (MCr)
Zimm Drive	Type C	Maximum Two Parsec Transit	20	30.0
Maneuver Drive	Type C	Thrust 2	5	12.0
Power Plant	Type C	Rating 2	10	24.0
Fuel	Powerplant	Two Weeks Duration	6	
	Zimm Drive		60	
	Fuel Scoops	Installed		
	Fuel Processors	2x (40 tonnes per day)	2	0.1
Engineering Total			103	66.1

Command

Type			Tonnes	Price (MCr)
Bridge	Standard		20	1.5
Computer	Model 2	TL 9 Rating 10		0.16
Electronics	Basic Civilian	DM-2	1	0.05
Command Total			21	2.2

Armament and defenses

Type			Tonnes	Price (MCr)
Weapons	Hardpoint 1	Triple turret; mixed (beam laser/missile/sandcaster)	1	3.0
	Hardpoint 2	Not Fitted	1	
	Hardpoint 3	Not Fitted	1	
Defenses	Point Defense Nodes	None		
Ammunition	**Magazines**			
	Ordnance	12x Missiles and 20x Sandcaster Canisters	2	
Armament and Defense Total			5	3.0

Crew, Passengers, and Accommodation

Type			Tonnes	Price (MCr)
Crew	8			
Passengers	6			
Accommodation	Crew Staterooms	8x (rated to double occupancy)	32	4.0
	Passenger Staterooms	6x (rated to double occupancy)	24	3.0
Accommodation Total			56	7.0

Internal Components

Type			Tonnes	Price (MCr)
Internal Components	Low Berths	15x	7.5	0.38
	Medical Bay	1x Diagnostic Bed	2	0.5
	Office	1x	2	0.2
	Ship's Locker	1x		
Cargo	84 tonnes		84	
Internal Components Total			95.5	1.1

Small Craft

Type			Tonnes	Price (MCr)
Small Craft	Vehicle Hangar	Standard Hangar (1.1x small craft)	4.4	1.0
		Storage up to 4 tonnes		
Small Craft Total			4.4	1.0

Software

Type		Rating	Price (MCr)
Software	Fire Control/1	5	2.0
	Library		
	Maneuver		
	Zimm Control	10	0.2
Software Total			2.2

Totals

Type	Tonnes	Price (MCr)
Total Tonnage and Cost	300	100.2
Maintenance Cost (Monthly)		0.008
Life Support Cost (Monthly)		0.044
Mortgage Payment (Monthly)		0.418

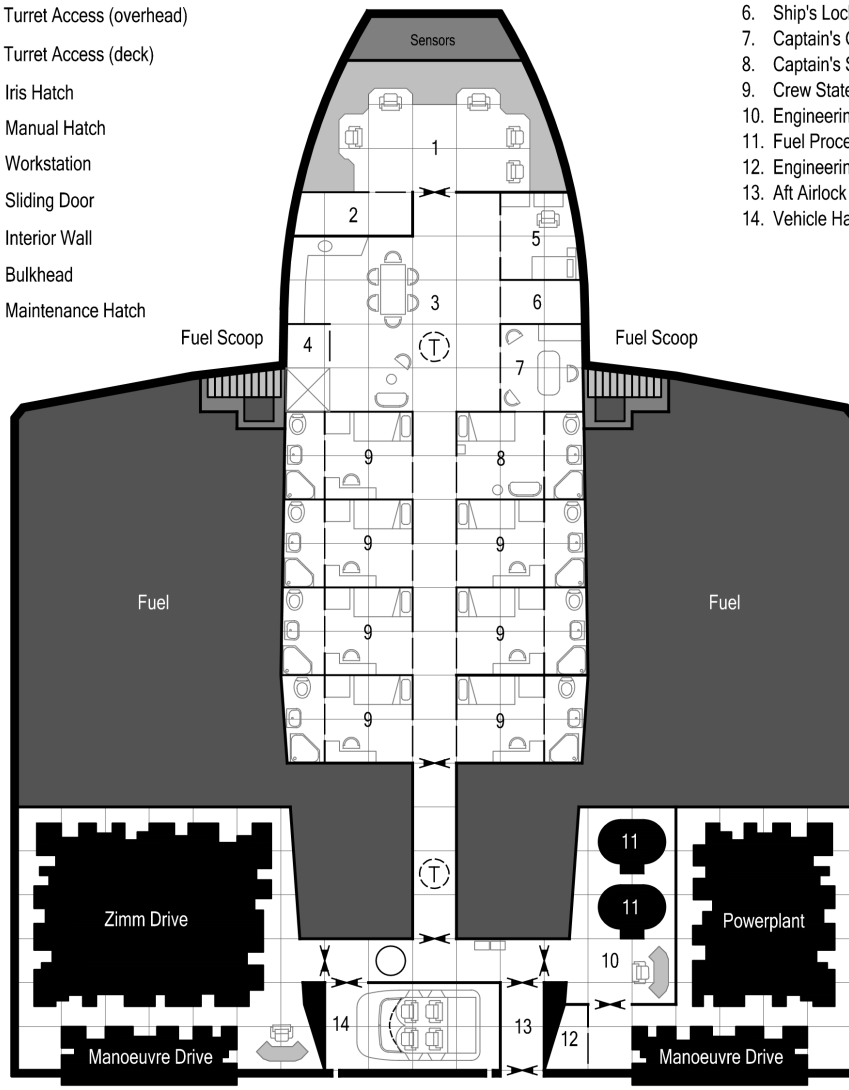
Rucker Class Merchant Vessel

Deck Plan Symbols

- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- Turret Access (overhead)
- Turret Access (deck)
- Iris Hatch
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch

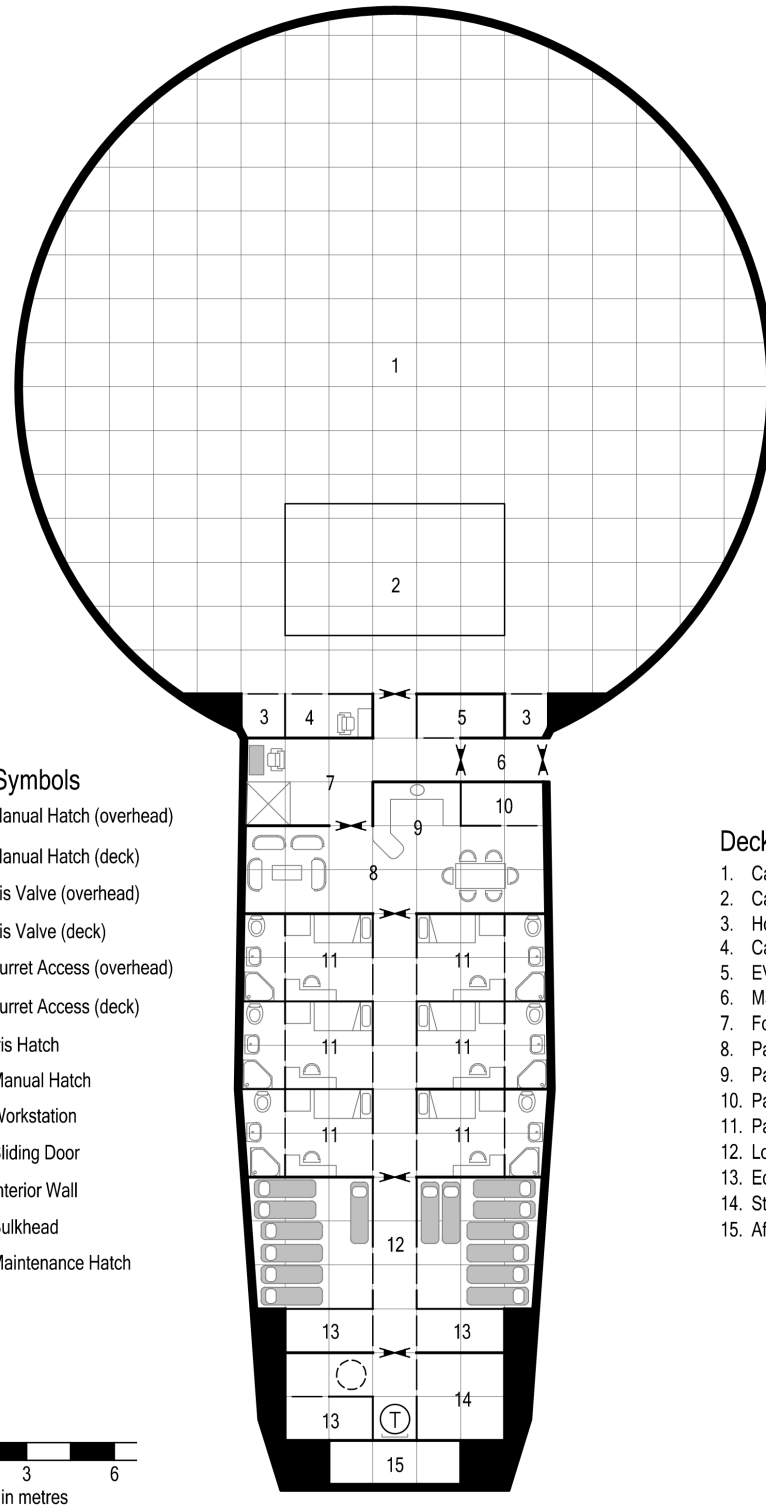
Deck 1 - Upper Deck

1. Bridge
2. Computer Access
3. Crew Common Room
4. Galley Stores
5. Medical Bay
6. Ship's Locker
7. Captain's Office
8. Captain's Stateroom
9. Crew Staterooms
10. Engineering
11. Fuel Processors
12. Engineering Stores
13. Aft Airlock
14. Vehicle Hangar



0 3 6
scale in metres

Rucker Class Merchant Vessel



Deck Plan Symbols

- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- Turret Access (overhead)
- Turret Access (deck)
- Iris Hatch
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch

0 3 6
scale in metres

Deck 2 - Lower Deck

1. Cargo Hold
2. Cargo Hold Ramp
3. Hold Equipment Locker
4. Cargo Office
5. EVA Equipment Stores
6. Main Airlock
7. Foyer
8. Passenger Lounge
9. Passenger Galley
10. Passenger Galley Stores
11. Passenger Staterooms
12. Low Berths
13. Equipment and Stores
14. Storage
15. Aft Ventral turret magazine

Starlight-class Merchant Vessel

Designed in 2337 by Felix and Anderson Shipbuilders' growing Wellington design office, the *Starlight*-class broke new ground by going against the long-held belief that larger merchant ships with their bigger cargo capacity were a more profitable and thus a more preferable design to offer prospective clients.

The design team argued that for shipping companies this was certainly a truism, but buying into a *Billings*-class, *Rucker*-class or any other larger size starship was a very, very expensive exercise for an owner-operator. Their design was under 60Mcr and could carry a total cargo of 20dT, enough to theoretically turn a profit.

Starships in the 100dT hull size were not an innovation by any means. Within the civilian market, yachts and runabouts were a common sight and a sign of status for wealthy individuals. The military and private corporations also used smaller starships for various tasks and purposes. Only recently, the Hub Federation Navy was considering small 100dT packet boats for fast fleet communications as part of a white paper phase two procurement.

The management board at Anderson and Felix Shipbuilders decided to test this new potential market and constructed six hulls. These initial six light traders generated enough interest for A&F to offer the *Starlight*-class for sale and orders were quickly placed from individuals and small shipping companies that specialized in high value, low tonnage cargoes.

Unfortunately, the interstellar trading economy is such that it is indeed difficult to break even with monthly ship payments with the inevitable result that many independent owner-operators of the *Starlight*-class went broke and on-sold their ships to pay off their debt to creditors. As such, the *Starlight*-class is readily available as a used purchase option for those looking for a ship to pursue the freedom of the deep black.

However, the Starlight has also quickly carved a niche for itself as a high value low tonnage cargo carrier for individual, more enterprising ship captains. To make ends meet, these captains will invariably carry high risk cargos which are often of an illegal nature. *Starlight*-class light traders are license produced in several smaller shipyards throughout Clement Sector. New construction along with a vibrant secondhand market adds to the steadily increasing number seen in nearly all systems within Clement Sector.

Starlight-class Light Trader

Hull and Armor

Type			Tonnes	Price (MCr)
Hull	100 Tonnes Code 1	Hull 2	100	2.0
	Streamlined	Structure 2		0.2
Armor	Crystaliron x1	4 points	5	0.4
Hull and Armor Total			5	2.6

Engineering

Type			Tonnes	Price (MCr)
Zimm Drive	Type A	Maximum Two Parsec Transit	10	10
Maneuver Drive	Type B	Thrust 4	3	8.0
Power Plant	Type B	Rating 4	7	16.0
Fuel	Powerplant	Two Weeks Duration	4	
	Zimm Drive		20	
	Fuel Scoops	Installed		
	Fuel Processors	1x (20 tonnes per day)	1	0.05
Engineering Total			45	34.1

Command

Type			Tonnes	Price (MCr)
Bridge	Standard		10	0.5
Computer	Model 2fib	TL 9 Rating 10		0.24
Electronics	Basic Civilian	DM-2	1	0.1
Command Total			11	0.8

Armament and defenses

Type			Tonnes	Price (MCr)
Weapons	Hardpoint 1	Not Fitted	1	
Defenses	Point Defense Nodes	None		
Ammunition	**Magazines**			
	Ordnance	12x Missiles or 20x Sandcaster Canisters	1	
Armament and Defense Total			2	0.0

Crew, Passengers and Accommodation

Type			Tonnes	Price (MCr)
Crew	4			
Accommodation	Crew Staterooms	4x (rated to double occupancy)	16	2.0
Accommodation Total			16	2.0

Internal Components

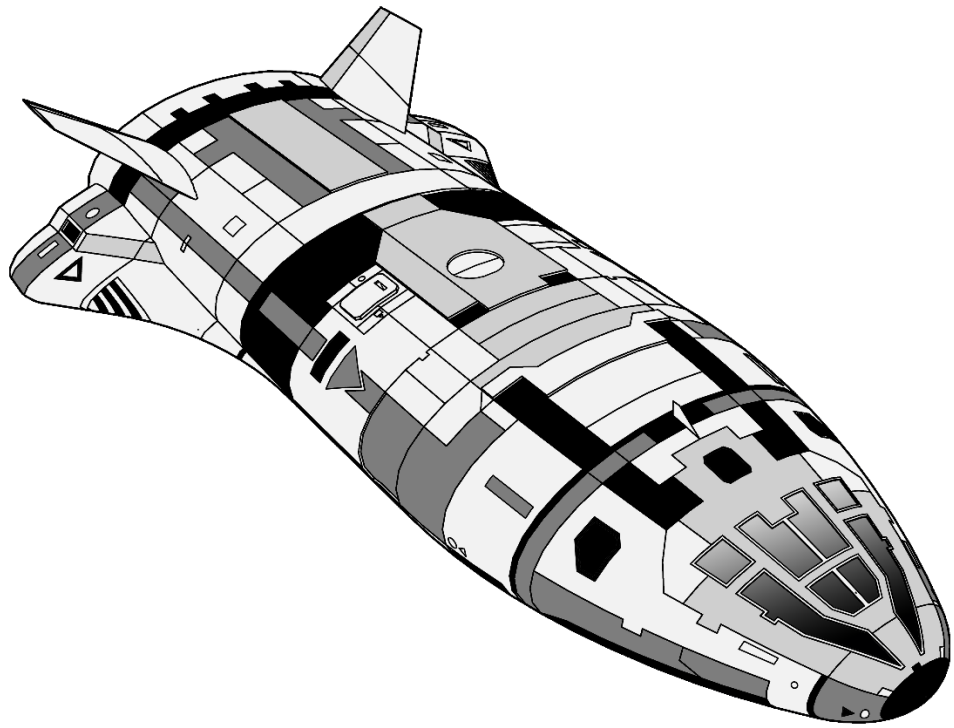
Type			Tonnes	Price (MCr)
Internal Components	Emergency Low Berths	1x	1	0.1
	Ship's Locker	1x		
Cargo	20 tonnes		20	
Internal Components Total			21	0.1

Software

Type		Rating	Price (MCr)
Software	Fire Control/1	5	2.0
	Library		
	Maneuver		
	Zimm Control	10	0.2
Software Total			2.2

Totals

Type	Tonnes	Price (MCr)
Total Tonnage and Cost	100	41.8
Maintenance Cost (Monthly)		0.003
Life Support Cost (Monthly)		0.008
Mortgage Payment (Monthly)		0.174



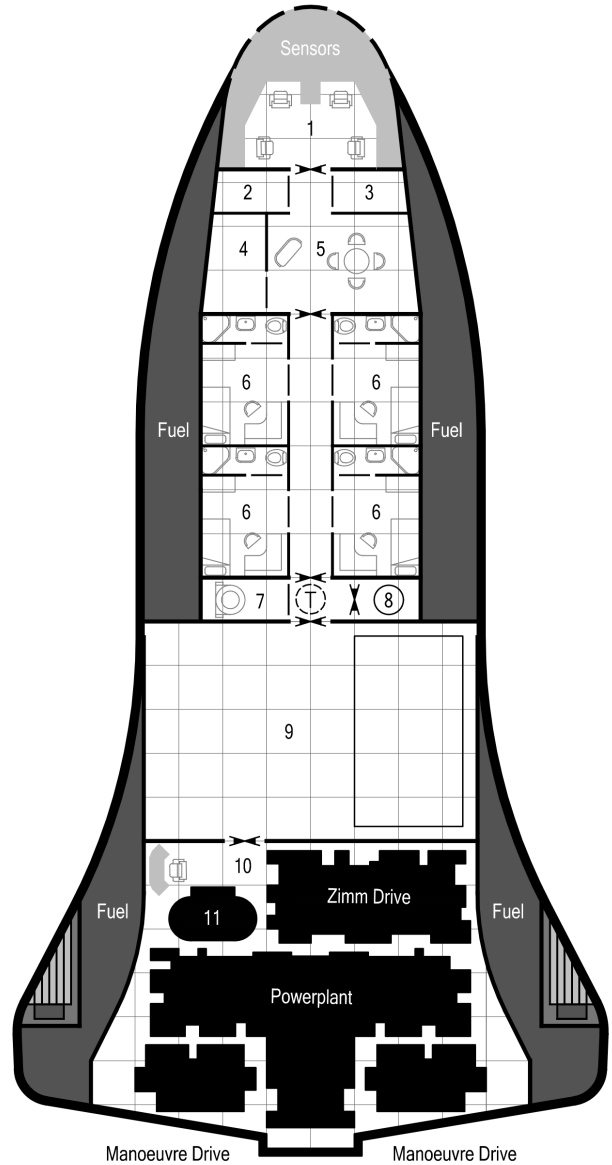
Starlight Class Light Trader

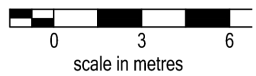
Main Deck

1. Bridge
2. Ship's Locker
3. Computer Access
4. Galley and Stores
5. Common Room
6. Crew Stateroom
7. Emergency Low Berth
8. Airlock
9. Cargo Bay
10. Engineering
11. Fuel Processor

Deck Plan Symbols

- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- Turret Access (overhead)
- Turret Access (deck)
- Iris Hatch
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch





Atlas-class Freighter

"The CCA? Not a chance. The Atlas is Lancaster's legacy. Look everywhere and you see the Atlas going about its business one hundred and ten years after James Lancaster designed it. There is no better legacy than that for those of us working out in the black." - Sergei Raynor, owner/master, MV Feldam Woods, August 10, 2336 (standard)

Designed in 2238 by the 23rd century transport shipping magnate James Lancaster, the *Atlas*-class freighter was borne from Lancaster's frustration in not achieving a satisfactory level of standardization within Lancaster Shipping's transport fleet.

Lancaster was one of the first to see the huge commercial benefits of the new gravitic drive technology available to normal space propulsion and ensured his freighter design included the new maneuver drive technology. The cost of the new technology resulted in the freighter being nearly a third smaller in displacement than first designed but allowing for more cargo capacity. Even though reaction drive fuel did not need to be carried the new gravitic drive, associated internal gravity fields and inertial compensators were more expensive, resulting in the necessity of the *Atlas*-class design being finalized at 800 tonnes displacement rather than 1200 tonnes.

Lancaster further saved millions of credits constructing the new freighter design using his own shipyard orbiting Mars. The money saved allowed for further expansion of the company's operations into Clement Sector and the establishment of another company in 2240 seeking to take advantage of the Independent Worlds Treaty, the Cascadia Colonization Authority (CCA). The CCA spearheaded colony establishment and exploration on the far side of the Conduit, providing security, transport, and colony support for groups of colonists for a modest fee. However, the new colony had to agree to exclusive rights for Lancaster Shipping to provide supplies for the first fifty years of the colony. For most groups wishing to take a colony world and shape it for themselves, Lancaster's CCA provided the ideal avenue, even with the fifty year "sting in the tail". It was a venture that proved successful.

Not only was the Lancaster commercial empire successful, but the *Atlas*-class also proved to be as successful. When one of James Lancaster's Cascadia Colonization Authority colonization fleets transited into the system later to be known as Cascadia, six *Atlas*-class freighters formed the core of the fleet's logistics and colonist transportation train. Named after the company that bought them to their new home and supported them during those first crucial decades, Cascadia began to thrive and expand. It was not long before Lancaster Shipping established a permanent base of operations within Clement Sector, centered within the Cascadia system. Less than forty years after the foundation of the colony, Lancaster Shipping constructed the first *Atlas* built entirely in Clement Sector.

Sales of the freighter continued to grow, and it was not long before the small yard orbiting Cascadia was expanded to cater to the growing demands of trade between both the established and new colonies. The modular nature of the cargo pods allows for the *Atlas* to quickly configure itself for specific cargo types. This flexibility allows for shipping companies to optimize ships for any type of cargo type without having to increase the size of their fleet for specialist cargo types. Independent trader captains generally leave the cargo pods as is but can hire a cargo modular pod more suited to the cargo they are contracted to carry or have purchased to on-sell at another market should the need arise.

When James Lancaster decided to dismantle his business empire and retire Lancaster Shipping's Cascadia operations were broken up and sold. Forewarned that this scenario was likely, former employees of the company pooled their resources, raised capital, and created Cascadia Orbital which then purchased the former Lancaster Shipping orbital facilities. As the break-up continued, other companies large and small engaged in bidding wars for shipping route ownership rights. Within

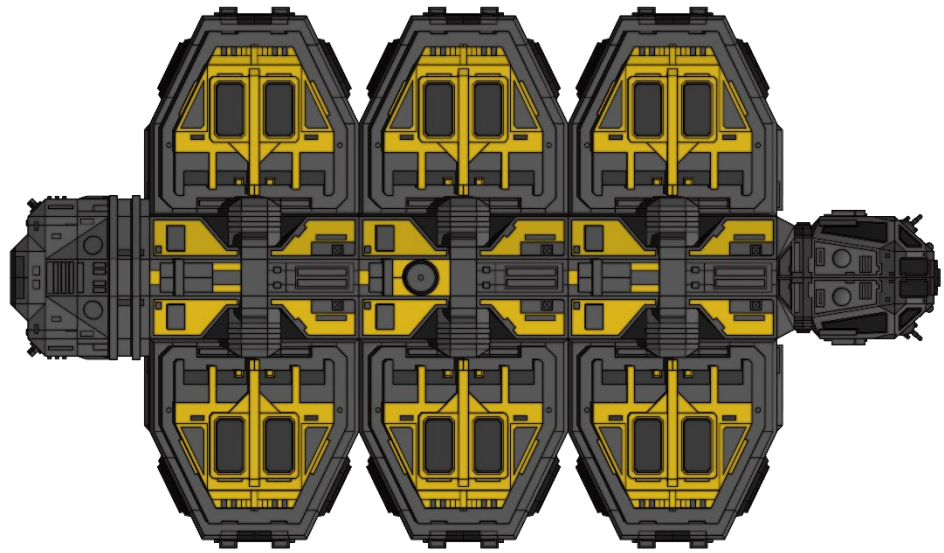
two years Lancaster Shipping had ceased to exist as an intact entity while the CCA had been absorbed into the Cascadian government entire.

Over one hundred years since the founding of Cascadia, James Lancaster has become a legend and the *Atlas*-class freighter is seen as his legacy, more so than the CCA which created Cascadia itself.

The *Atlas*-class continues to be constructed at Cascadia Orbital, while other, smaller shipyards scattered throughout the colonized systems of Clement Sector either construct the *Atlas* under license or simply build copies.

The *Atlas* is still considered by many to be one of the best cargo haulers for its hull size despite its slow normal space acceleration and newer designs such as the *Lee-class* rising in popularity. Not unlike the much smaller *Rucker* the *Atlas* has been adapted to a variety of uses by enterprising owners.

The *Atlas* has an eight hundred displacement tonne standard self-sealing hull that allows for the ability to land on planetary surfaces and to refuel from gas giants. The *Atlas* is considered to be barely maneuverable within almost all atmospheres but is able to land on planetary surfaces directly from orbit.



Atlas-class Freighter

Hull and Armor

Type			Tonnes	Price (MCr)
Hull	800 Tonnes Code 3	Hull 16	800	80.0
	Standard	Structure 16		
	Self-Sealing			8.0
Armor	None			
Hull and Armor Total				88.0

Engineering

Type			Tonnes	Price (MCr)
Zimm Drive	Type J	Maximum Two Parsec Transit	50	90.0
Maneuver Drive	Type J	Thrust 2	17	36.0
Power Plant	Type J	Rating 2	28	72.0
Fuel	Powerplant	Two Weeks Duration	18	
	Zimm Drive		160	
	Fuel Scoops	Installed		
	Fuel Processors	9x (180 tonnes per day)	9	0.45
	Repair Drones		8	1.6
Engineering Total			290	201.1

Command

Type			Tonnes	Price (MCr)
Bridge	Standard		20	4.0
Computer	Model 3	TL 11 Rating 15		2.0
Electronics	Basic Civilian	DM-2	1	0.05
Command Total			21	6.05

Armament and defenses

Type			Tonnes	Price (MCr)
Weapons	Hardpoint 1-2	Triple turret; mixed (beam laser/missile/sandcaster)	2	6.0
	Hardpoint 3-8	Not Fitted	6	
Defenses	Point Defense Nodes	None		
Ammunition	**Magazines**			
	Ordnance	24x Missiles and 40x Sandcaster Canisters	4	
Armament and Defense Total			12	6.0

Crew, Passengers and Accommodation

Type			Tonnes	Price (MCr)
Crew	10			
Passengers	10			
Accommodation	Crew Staterooms	10x (rated to double occupancy)	40	5.0
	Passenger Staterooms	10x (rated to double occupancy)	40	5.0
	Galley (Crew)	1x	2	0.5
	Galley (Passengers)	1x	2	0.5
Accommodation Total			84	11.0

Internal Components

Type			Tonnes	Price (MCr)
Internal Components	Low Berths	20x	10	0.5
	Medical Bay	1x Diagnostic Bed	2	0.5
	Office	1x	2	0.2
	Ship's Locker	1x		
Cargo	345 tonnes	6x detachable pods (57.5 tonnes)	345	
Internal Components Total			359	1.2

Small Craft

Type			Tonnes	Price (MCr)
Small Craft	External (Dorsal)	Clamps rated to 40 tonnes	1.0	0.50
		Ship’s Pinnace	40	20.0
Small Craft Total			41	20.5

Software

Type		Rating	Price (MCr)
Software	Evade/1	10	1.0
	Fire Control/1	5	2.0
	Intellect	10	1.0
	Library		
	Maneuver		
	Zimm Control	10	0.2
Software Total			4.2

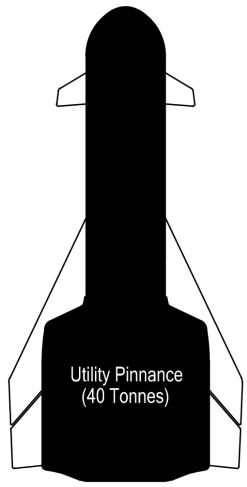
Totals

Type	Tonnes	Price (MCr)
Total Tonnage and Cost	800	338.0
Maintenance Cost (Monthly)		0.028
Life Support Cost (Monthly)		0.062
Mortgage Payment (Monthly)		1.408

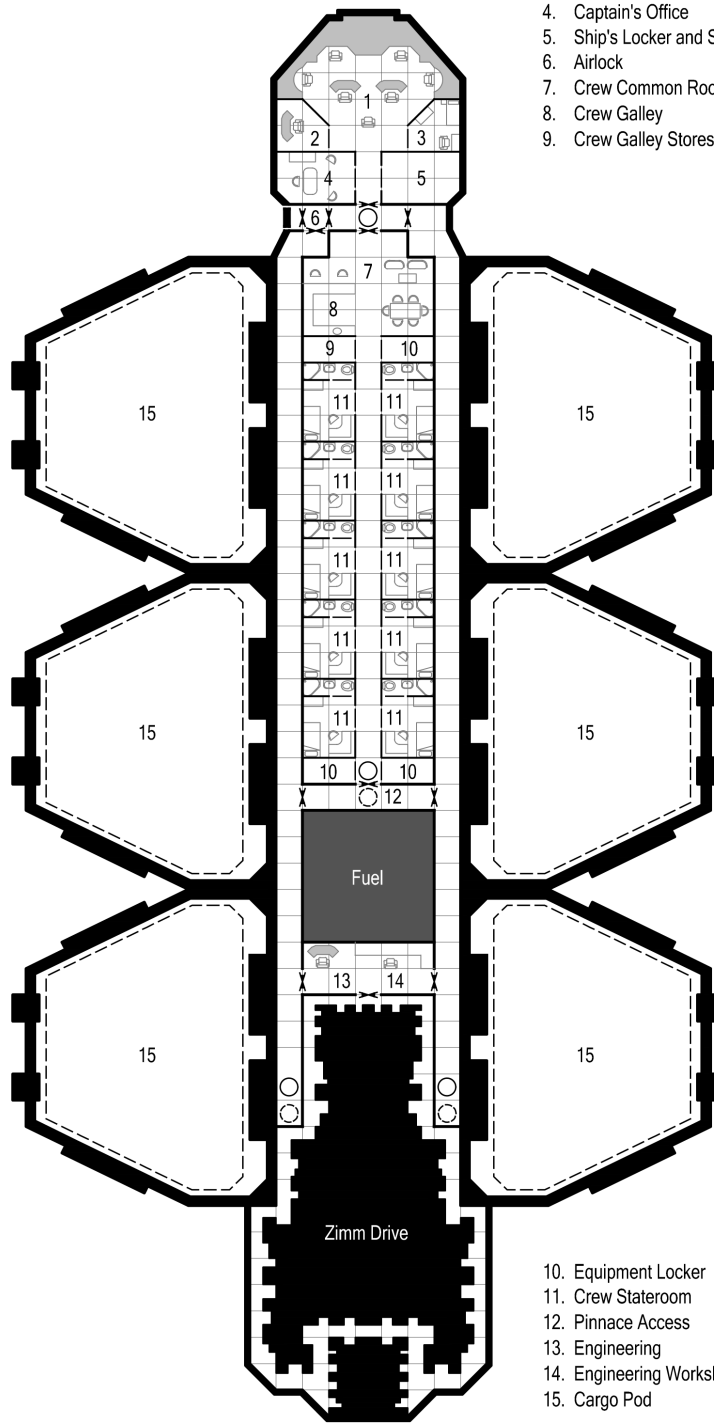
Atlas Class Freighter

Deck Plan Symbols

- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- Turret Access (overhead)
- Turret Access (deck)
- Iris Valve
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch



Utility Pinnace
Dorsal Mount
(External)



Manoeuvre Drive

0 3 6
scale in metres

Deck 1 - Main Deck

1. Bridge
2. Computer Access
3. Medical Bay
4. Captain's Office
5. Ship's Locker and Stores
6. Airlock
7. Crew Common Room
8. Crew Galley
9. Crew Galley Stores
10. Equipment Locker
11. Crew Stateroom
12. Pinnace Access
13. Engineering
14. Engineering Workshop/Stores
15. Cargo Pod

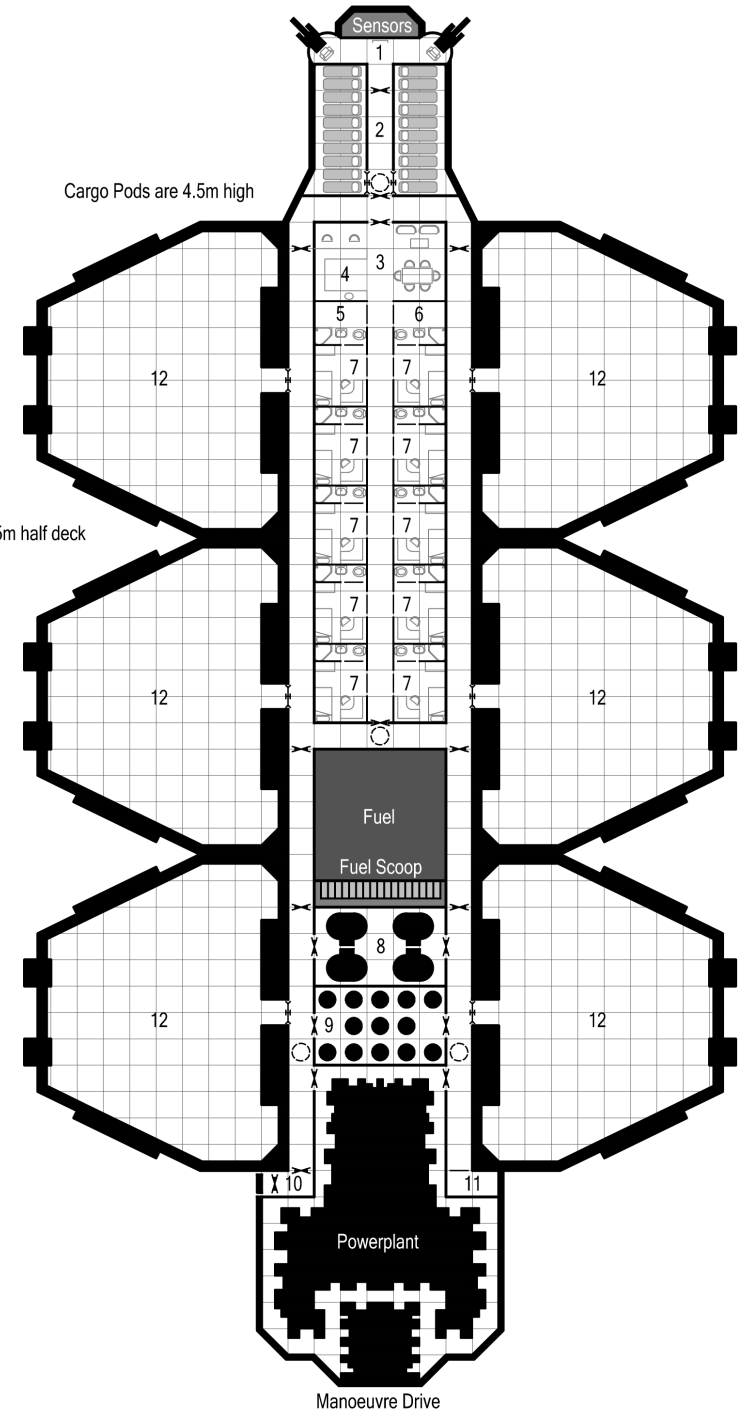
Atlas Class Freighter

Deck Plan Symbols

- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- Turret Access (overhead)
- Turret Access (deck)
- Iris Valve
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch

Cargo Pods are 4.5m high

Balance of fuel is carried within 1.5m half deck between deck 1 and deck 2.



Deck 2 - Lower Deck

1. Bridge
2. Low Berths
3. Passenger Common Room
4. Passenger Galley
5. Passenger Galley Stores
6. Stores
7. Passenger Stateroom
8. Fuel Processors
9. Repair Drone Bay
10. Airlock
11. Equipment Stores
12. Cargo Pod

0 3 6
scale in metres

Luxury-class Yacht

The *Luxury*-class yacht is a personal craft used most often by the wealthiest in the Clement Sector. Built by Anderson and Felix at their Wilhelmveldt (Hub 0403) shipyard, the *Luxury*-class ships are designed to be the ultimate in elegance and refinement.

It is not uncommon to see a corporate leader or system politician using one of these craft. Rumor has it, however, that there are pirates making use of the ship as well, particularly within the Dade Subsector.

The *Luxury*-class depicted here is the most common model. Anderson and Felix will custom make the vessels with personalized layouts for an additional service fee.

Luxury-Class Yacht

Hull and Armor

Type			Tonnes	Price (MCr)
Hull	400 Tonnes Code 4	Hull 8	400	16.0
	Streamlined	Structure 8		1.6
Armor	None			
Hull and Armor Total			0	17.6

Engineering

Type			Tonnes	Price (MCr)
Zimm Drive	Type D	Maximum Two Parsec Transit	25	40.0
Maneuver Drive	Type J	Thrust 4	17	36.0
Power Plant	Type J	Rating 4	28	72.0
Fuel	Powerplant	Two Weeks Duration	18	
	Zimm Drive		80	
	Repair Drones		4	0.8
Engineering Total			172	148.8

Command

Type			Tonnes	Price (MCr)
Bridge	Standard		20	2.0
	Holographic Controls	DM+2 (Initiative)		0.5
Computer	Model 3	TL 11 Rating 15		2.0
Electronics	Basic Civilian	DM-2	1	0.05
Command Total			21	4.6

Armament and defenses

Type			Tonnes	Price (MCr)
Weapons	Hardpoint 1	1x triple turret (beam laser/sandcaster/missile)	1	3.0
	Hardpoint 2-4	Not Fitted	3	
Defenses	Point Defense Node Array	4x PD Laser		2.0
Ammunition	**Magazines**			
	Missiles	12x	1	
	Sandcaster Canisters	20x	1	
Armament and Defense Total			6	5.0

Crew, Passengers and Accommodation

Type			Tonnes	Price (MCr)
Crew	Up to 8			
Passengers	Up to 20			
Accommodation	Crew Staterooms	6x (rated to double occupancy)	24	3.0
	High Class Staterooms	1x double size	20	3.0
		4x	32	4.0
	Standard Staterooms	6x (rated to double occupancy)	24	3.0
	Crew Galley	1x	2	0.5
	High Class Dining	Seats up to 20	5	5.0
	Recreation Space		20	5.0
Accommodation Total			123	23.5

Internal Components

Type			Tonnes	Price (MCr)
Internal Components	Conference Room	1x	4	0.5
	Emergency Low Berths	2x	12	0.2
	Gardens	1x	6	1.5
	Gymnasium	1x	4	1.0
	Medical Bay	1x Diagnostic Bed	2	0.5
	Office	2x	4	0.4
	Ship's Locker	1x		
	Swimming Pool and Spa	1x	6	3.0
	Theatre	Seats up to 16	4	1.0
Cargo	10 tonnes		10	
Internal Components Total			42	8.1

Small Craft

Type			Tonnes	Price (MCr)
Small Craft	Hangar	Standard Hangar (1.1x small craft)	33	7.8
		1x Ship's Boat (20 tonnes) Customized		
Small Craft Total			33	7.8

Software

Type			Rating	Price (MCr)
Software	Avatar	Type 2		0.08
	Evade/1		10	1.0
	Fire Control/1		5	2.0
	Intellect		10	1.0
	Internal Security/2		5	8.0
	Library			
	Maneuver			
	Point Defense/1		5	5.0
	Zimm Control		10	0.2
Software Total				17.3

TOTALS

Type	Tonnes	Price (MCr)
Total Tonnage and Cost	397	232.6
Maintenance Cost (Monthly)		0.019
Life Support Cost (Monthly)		0.066
Mortgage Payment (Monthly)		0.966

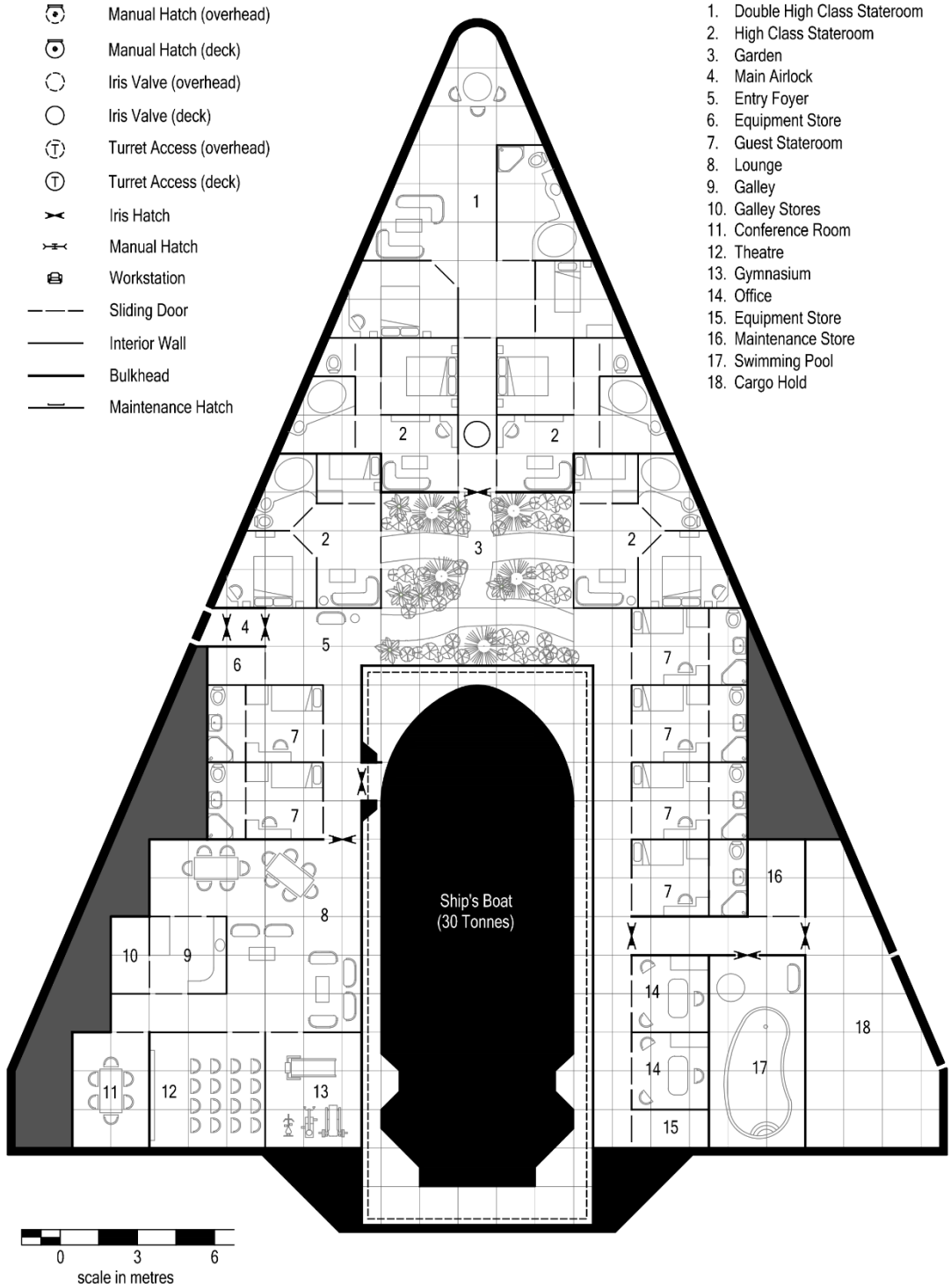
Luxury Class Yacht

Deck Plan Symbols

- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- Turret Access (overhead)
- Turret Access (deck)
- Iris Hatch
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch

Deck 1 - Upper Deck

1. Double High Class Stateroom
2. High Class Stateroom
3. Garden
4. Main Airlock
5. Entry Foyer
6. Equipment Store
7. Guest Stateroom
8. Lounge
9. Galley
10. Galley Stores
11. Conference Room
12. Theatre
13. Gymnasium
14. Office
15. Equipment Store
16. Maintenance Store
17. Swimming Pool
18. Cargo Hold



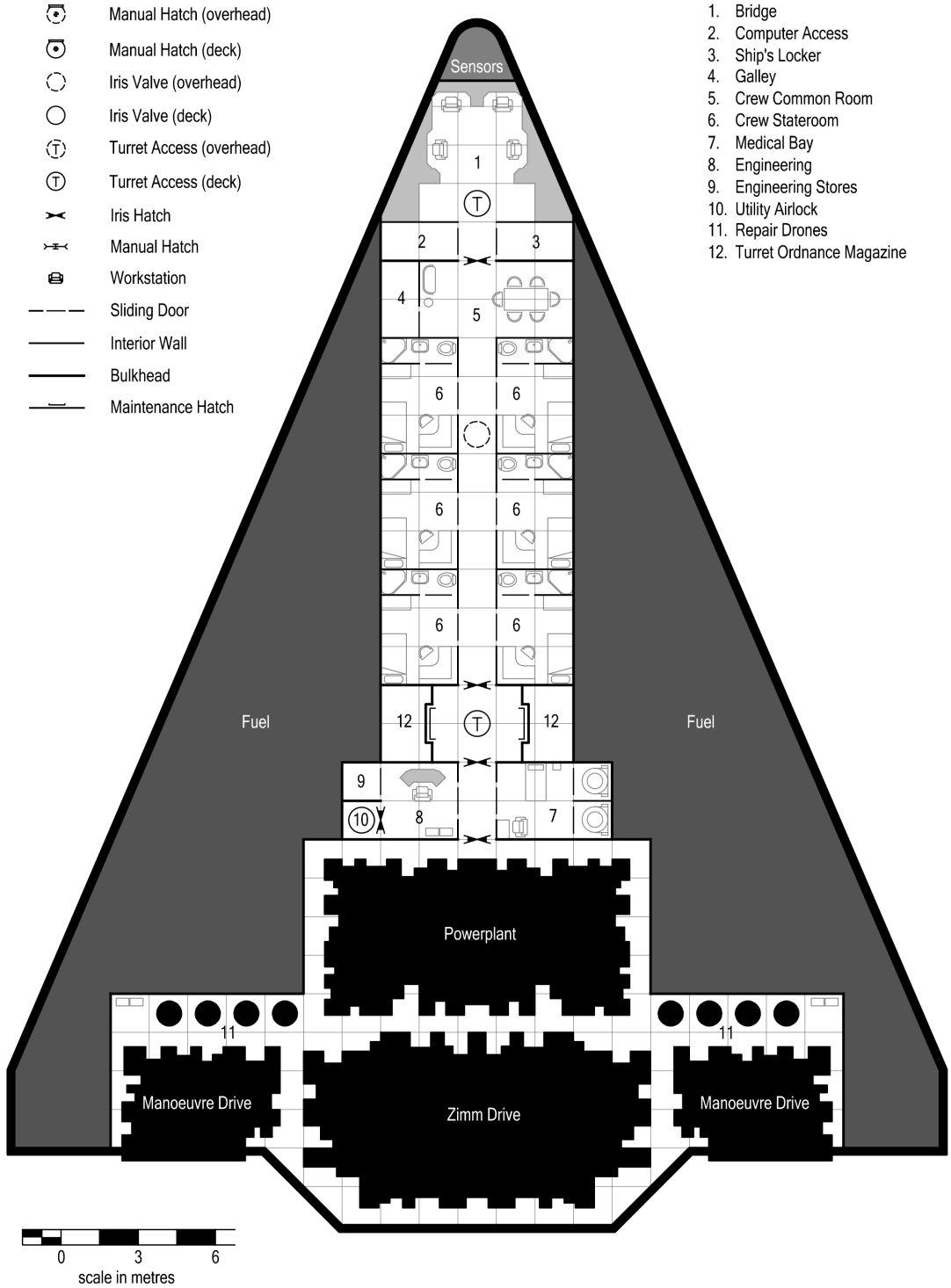
Luxury Class Yacht

Deck Plan Symbols

- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- Turret Access (overhead)
- Turret Access (deck)
- Iris Hatch
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch

Deck 2 - Lower Deck

1. Bridge
2. Computer Access
3. Ship's Locker
4. Galley
5. Crew Common Room
6. Crew Stateroom
7. Medical Bay
8. Engineering
9. Engineering Stores
10. Utility Airlock
11. Repair Drones
12. Turret Ordnance Magazine



Trailblazer-class Scout

The *Trailblazer*-class scout ship is a ship used primarily by the Cascadia Colonization Authority. The ships are built in the Lancaster Memorial Shipyards orbiting Langley, a gas giant in the Cascadia system. These ships are often encountered in the trailing region of the Cascadia subsector and in areas where the CCA has exploratory missions underway. Some of the older ships have been sold or even given to ex-CCA members. These older ships are always lacking the improved sensors installed in active Cascadia Colonization Authority vessels.

Perhaps one of the best-known traditions of the CCA is the naming of their starships. When ships are brought on to the line after being manufactured at Cascadia Orbital, the ships are simply given a random number rather than a name. The ship will join the CCA fleet with this number and may possibly continue to operate using this number for the ship's entire operational life.

However, if the crew of the ship does something important or extraordinary, the captain of the ship will be given permission to give the vessel a name. Gaining a name is an important moment in the life of a CCA starship and the attainment of a ship name is something which a crew will be proud of for the rest of their lives. Past crew members of CCA vessels will often tell stories of being part of the "naming event" which allowed their ship to carry a name.

While there are no rules as to what a ship can be named, most CCA captains will choose a name of which the crew can be proud. Some captains will opt to name the ship for a famous explorer from history while others may have another famous person in mind that they or the crew admire greatly. In many cases, the ship will be named for a fallen crewmember and, sadly, this crewmembers' life was often one lost in the event which allowed the ship to gain its name. Once a ship has been named, the name cannot be taken from the ship, nor can the name be changed.

In addition, while the average CCA ship is some combination of yellow and green, ships which have achieved a minor distinction will often receive permission to change the color of their ship. Any color or color combination is allowed so long as it does not involve logos or art and the name of the ship, and the Cascadian flag continue to be displayed prominently.

Trailblazer-class Scout

Hull and Armor

Type			Tonnes	Price (MCr)
Hull	300 Tonnes Code 3	Hull 6	300	12.0
	Streamlined	Structure 6		1.2
Armor	Crystaliron x1	4 points	15	2.4
Hull and Armor Total			15	17.6

Engineering

Type			Tonnes	Price (MCr)
Zimm Drive	Type C	Maximum Two Parsec Transit	20	30.0
Maneuver Drive	Type E	Thrust 3	9	20.0
Power Plant	Type E	Rating 3	16	40.0
Fuel	Powerplant	Eight Weeks Duration	40	
	Zimm Drive		60	
	Fuel Scoops	Installed		
	Fuel Processors	5x (100 tonnes per day)	5	0.25
	Repair Drones		3	0.6
Engineering Total			153	90.9

Command

Type			Tonnes	Price (MCr)
Bridge	Standard		20	2.0
	Holographic Controls	DM+2 (Initiative)		0.5
Computer	Model 4A	TL 11 Rating 20		2.0
Electronics	Very Advanced	DM+2	5	4.0
Command Total			25	8.5

Armament and defenses

Type			Tonnes	Price (MCr)
Weapons	Hardpoint 1	1x triple turret (beam laser/sandcaster/missile)	1	3.0
	Hardpoint 2-3	Not Fitted	2	
Defenses	Point Defense Nodes	None		
Ammunition	**Magazines**			
	Missiles	12x	1	
	Sandcaster Canisters	20x	1	
Armament and Defense Total			5	3.0

Crew, Passengers and Accommodation

Type			Tonnes	Price (MCr)
Crew	Up to 8			
Accommodation	Crew Staterooms	8x (rated to double occupancy)	32	4.0
	Bridge Crew Mini-galley	1x	1	0.02
	Bridge Crew Fresher	1x	1	0.05
	Galley	1x	2	0.5
	Recreation Space		4	0.8
Accommodation Total			40	5.4

Internal Components

Type			Tonnes	Price (MCr)
Internal Components	Emergency Low Berths	4x	4	0.4
	Gymnasium	1x	4	1.0
	Laboratory	2x	8	2.0
	Medical Bay	1x Diagnostic Bed	2	0.5
	Ship's Locker	1x		
Cargo	25 tonnes		25	
Internal Components Total			43	3.9

Small Craft

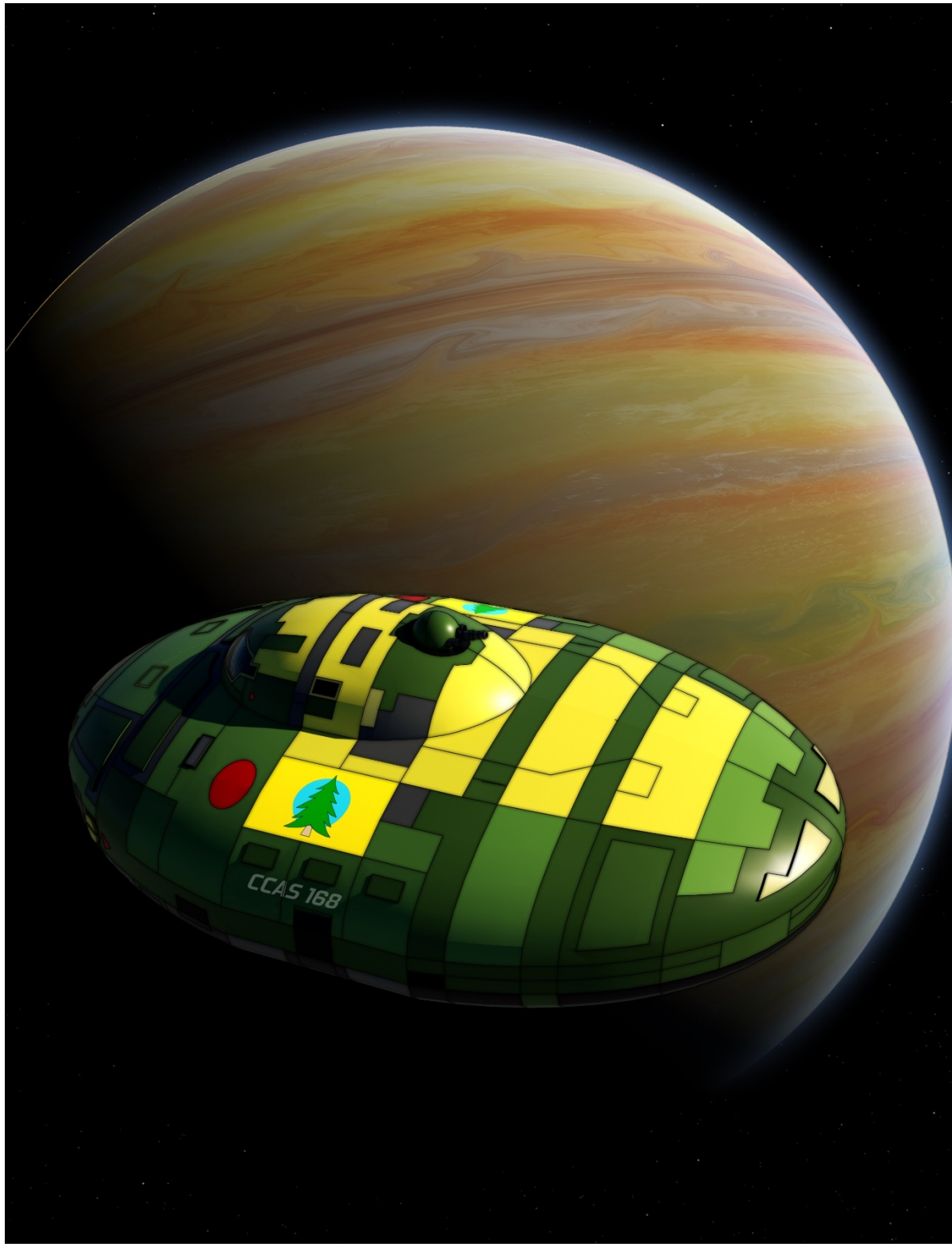
Type			Tonnes	Price (MCr)
Small Craft	Vehicle Hangar	Standard Hangar (1.1x small craft)	17	3.9
		Storage up to 15 tonnes		
	Workshop	Maintenance and stores	2	0.5
Small Craft Total			19	4.4

Software

Type			Rating	Price (MCr)
Software	Avatar	Type 2		0.08
	Evade/1		10	1.0
	Fire Control/1		5	2.0
	Intellect		10	1.0
	Internal Security/2		5	8.0
	Library			
	Maneuver			
	Point Defense/1		5	5.0
	Zimm Control		10	0.2
Software Total				17.3

Totals

Type	Tonnes	Price (MCr)
Total Tonnage and Cost	300	148.9
Maintenance Cost (Monthly)		0.012
Life Support Cost (Monthly)		0.016
Mortgage Payment (Monthly)		0.620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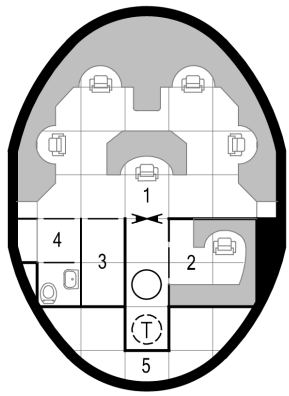
Trailblazer Class Scout

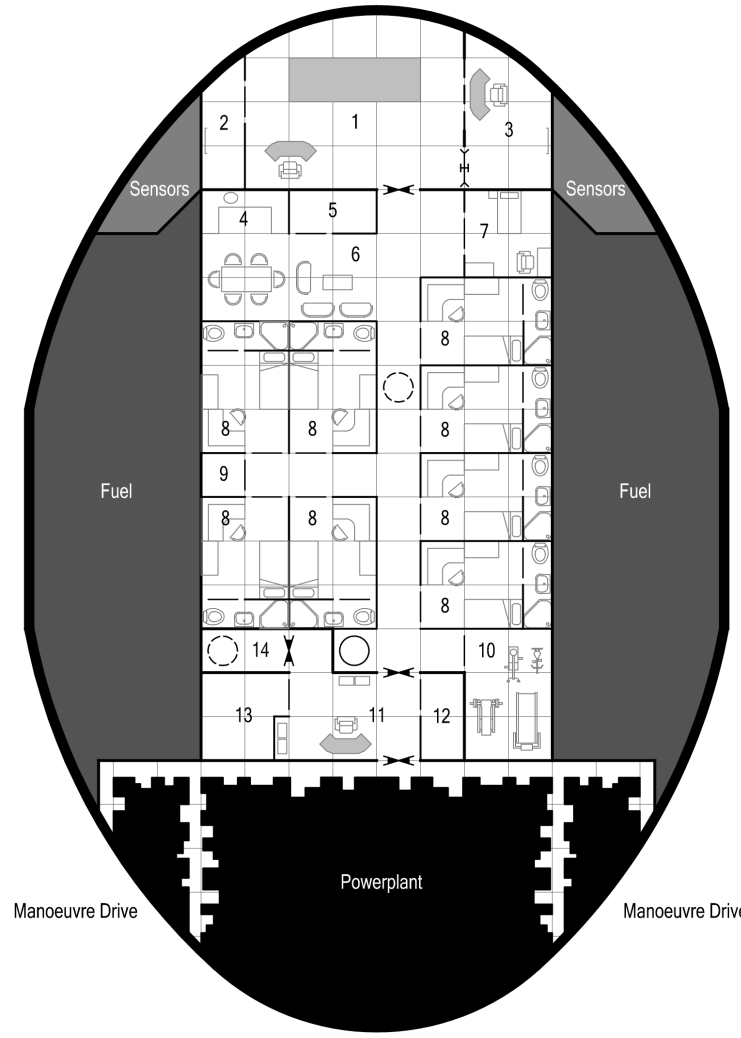
Deck 2 - Main Deck

1. Laboratory
2. Laboratory Stores
3. Laboratory Oberservation area
4. Galley
5. Galley Stores
6. Common Area
7. Medical Bay
8. Crew Stateroom
9. Equipment Locker
10. Gymnasium
11. Upper Engineering
12. Engineering Stores
13. Engineering Workshop
14. Airlock

Deck 1 - Bridge

1. Bridge
2. Computer Access
3. Ship's Locker
4. Bridge Fresher and Mini Galley
5. Dorsal Turret Magazine





Deck Plan Symbols

- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- Turret Access (overhead)
- Turret Access (deck)
- Iris Hatch
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch

0 3 6
scale in metres

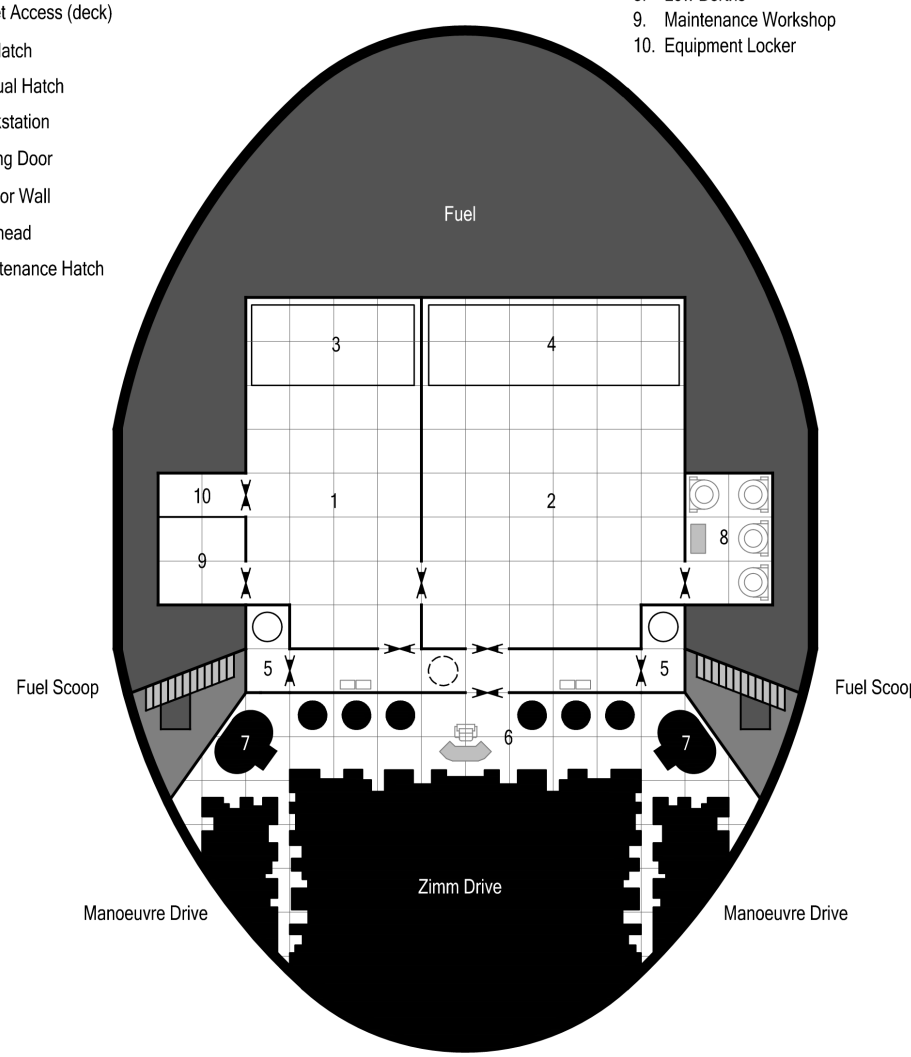
Trailblazer Class Scout

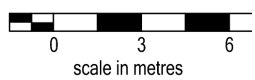
Deck Plan Symbols

- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- Turret Access (overhead)
- Turret Access (deck)
- Iris Hatch
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch

Deck 3 - Lower Deck

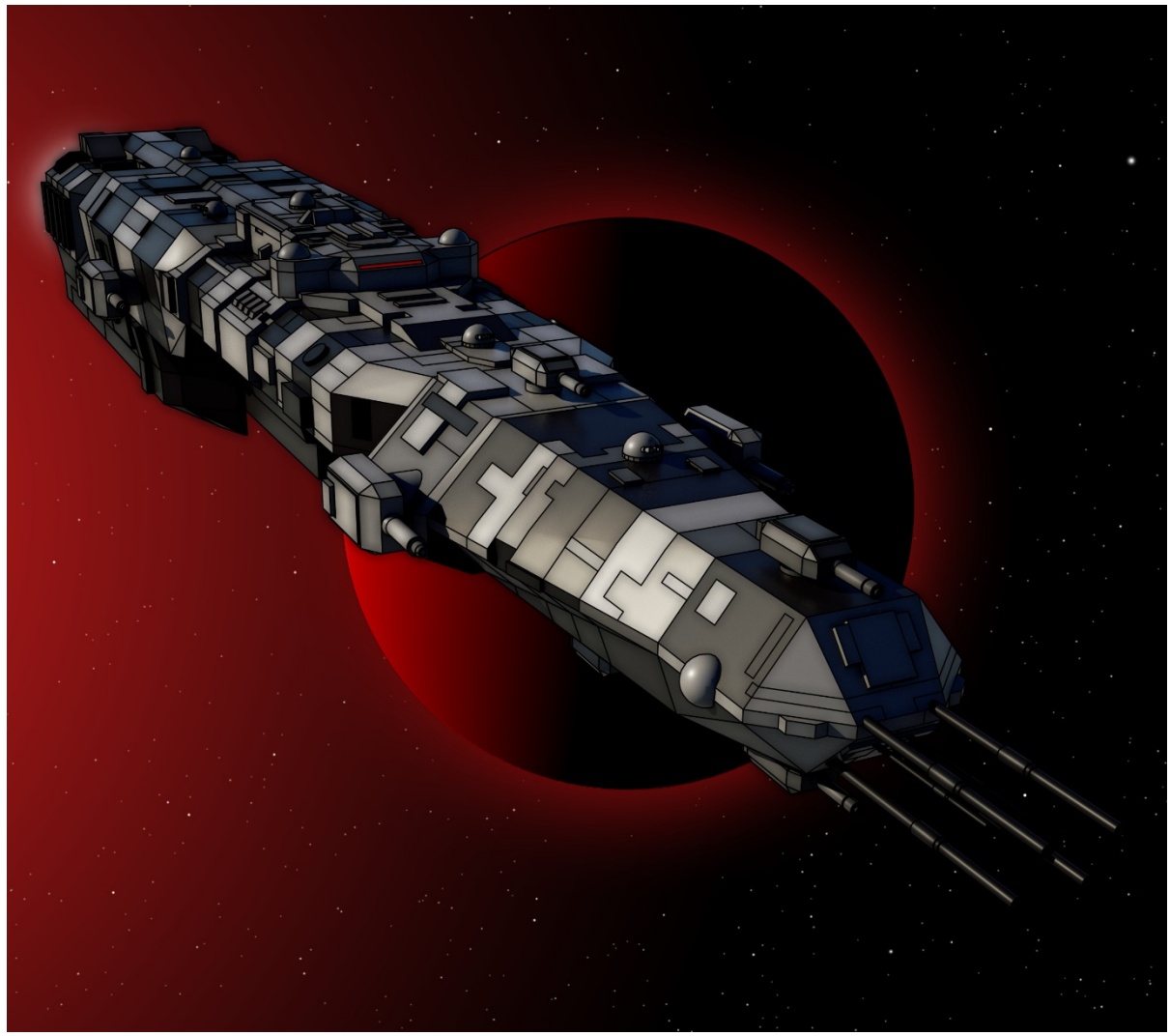
1. Vehicle Hangar
2. Cargo Hold
3. Hangar Ramp
4. Cargo Ramp
5. Airlock
6. Lower Engineering
7. Fuel Processor
8. Low Berths
9. Maintenance Workshop
10. Equipment Locker





Farragut-class Destroyer

The *Farragut*-class destroyer is a 1200-tonne warship which was used extensively by the United States Space Navy in the Clement Sector before the Collapse in 2331. After the Collapse, these vessels were stranded on the Clement Sector side of the wormhole. In the eleven years following the Collapse, these have since become part of several planetary system defense squadrons and planetary navies.



Farragut-class Destroyer

Hull and Armor

Type			Tonnes	Price (MCr)
Hull	1200 Tonnes Code C	Hull 24	1200	120.0
	Standard	Structure 24		
	Self-Sealing			12.0
Armor	Crystaliron x2	8 points	120	24.0
	Armored Bulkheads	Bridge	1	0.16
	Radiation Shielding	Rad decrease of 1000, +6 armor points vs rad		300.0
Hull and Armor Total			121	444.2

Engineering

Type			Tonnes	Price (MCr)
Zimm Drive	Type L	Maximum Two Parsec Transit	60	110
	Military Grade			55.0
Maneuver Drive	Type S	Thrust 4	33	58.0
Power Plant	Type S	Rating 4	52	136.0
	Emergency Power		5	13.6
Fuel	Powerplant	Two Weeks Duration	34	
	Zimm Drive		240	
	Fuel Scoops	Installed		
	Fuel Processors	14x (280 tonnes per day)	14	0.7
	Repair Drones		12	2.4
Engineering Total			450	373.3

Command

Type			Tonnes	Price (MCr)
Bridge	Standard		40	6.0
	Holographic Controls	DM+2 (Initiative)		1.5
Computer	Model 3bis/fib x2	TL 11 Rating 15 (30)		8.0
Electronics	Advanced Sensors	DM+1	3	2.0
Command Total			43	17.5

Armament and defenses

Type			Tonnes	Price (MCr)
Weapons	**Main**			
	Hardpoint 1-4	4x 50 tonne Meson Gun Bays	200	200.0
	Secondary			
	Hardpoint 5-8	4x 50 tonne Fusion Gun Bays	200	32.0
	Light (turrets)			
	Hardpoint 9-12	Triple turret mixed (beam laser/missile/sandcaster)	4	12.0
Defenses	**Active**			
	Point Defense Node Array	12x PD Gatling Laser		6.0
	Passive			
	Primary Screen	None		
	Secondary Screen	None		
Ammunition	**Magazines**	Improved		0.8
	Missiles	48x	4	
	Sandcaster Canisters	80x	4	
Armament and Defenses Total			412	250.8

Crew, Passengers and Accommodation

Type			Tonnes	Price (MCr)
Crew	31	8 officers and 23 enlisted		
Accommodation	Officers Staterooms	8x (rated to double occupancy)	32	5.0
	Enlisted Berths	4x	24	2.0
	Enlisted Heads	6x	9	0.6
	Galley	2x	4	1.0
	Recreation Space		16	3.2
Accommodation Total			85	10.8

Internal Components

Type			Tonnes	Price (MCr)
Internal Components	Armory	1x	2	0.5
	Briefing Room	1x	4	0.5
	Emergency Low Berths	2x	2	0.2
	Gymnasium	1x	4	1.0
	Medical Bay	2x Diagnostic Beds	3	1.0
	Offices	2x	4	0.4
	Workshop	Engineering	4	1
Cargo	10 tonnes		10	
Internal Components Total			33	4.6

Small Craft

Type			Tonnes	Price (MCr)
Small Craft	Hangar	Standard Hangar (1.1x small craft)	55	11.0
		1x Ship's Cutter (50 tonnes)		
Small Craft Total			55	11.0

Software

Type			Rating	Price (MCr)
Software	Avatar	Type 2		0.1
	Battlespace/1	DM+1	5	18.0
	Evade/2	DM+2	15	2.0
	Fire Control/3	DM+3	15	6.0
	Intellect		10	1.0
	Internal Security/2		5	8.0
	Launch Solution/1		5	10.0
	Maneuver/Library			
	Point Defense/2		10	15.0
	Zimm Control		10	0.2
Software Total				60.3

Totals

Type	Tonnes	Price (MCr)
Total Tonnage and Cost	1199	1172.2
Maintenance Cost (Monthly)		0.098
Life Support Cost (Monthly)		0.036

Farragut Class Destroyer

Deck Plan Symbols

- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
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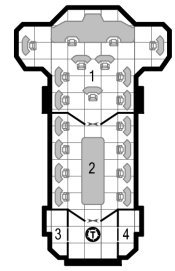
- Turret Access (overhead)
- Turret Access (deck)
- Iris Valve
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch

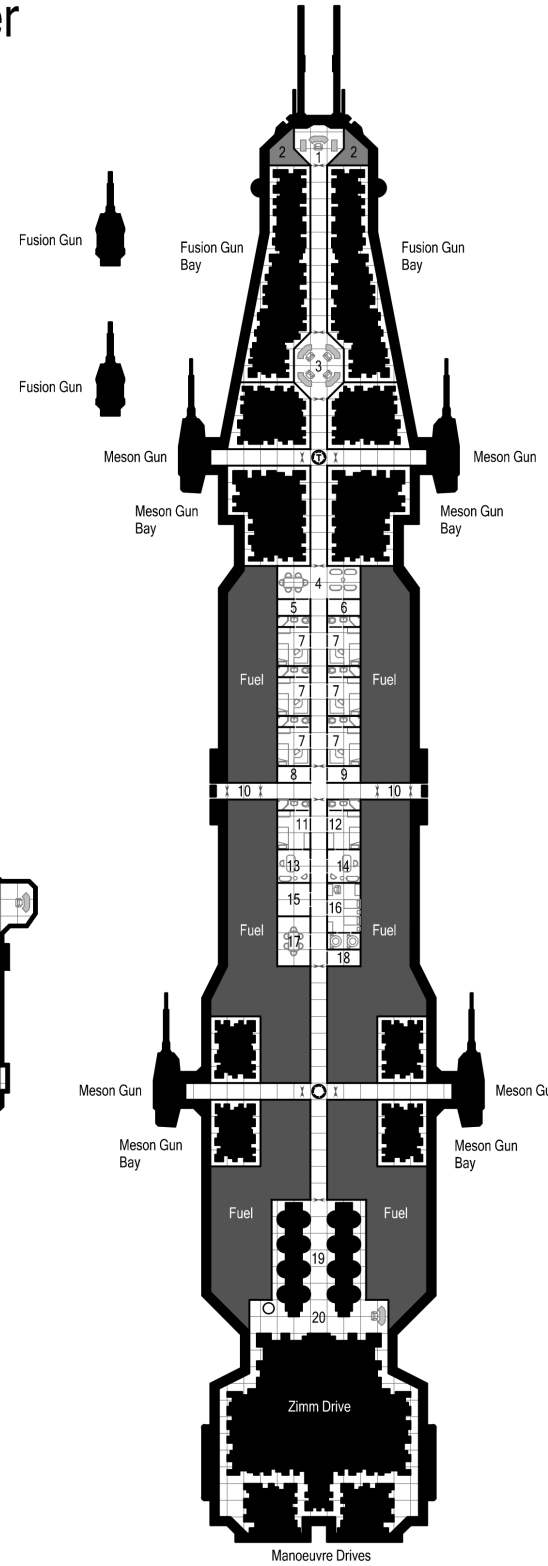
Deck 1 - Command Deck

1. Main Bridge
2. Tactical Operations/Secondary Bridge
3. Bridge Fresher
4. Computer Access

Deck 2 - Upper Deck

1. Sensor Control
2. Sensors
3. Meson Gun Fire Control
4. Wardroom
5. Wardroom Galley
6. Wardroom Galley Stores
7. Officer's Quarters
8. Equipment Store
9. EVA Strore
10. Airlock
11. Captain's Quarters
12. XO's Quarters
13. Captain's Office
14. XO's Office
15. Armoury
16. Medical Bay and Emergency Low Berths
17. Briefing Room
18. Equipment Store
19. Fuel Processors
20. Upper Engineering





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scale in metres

Farragut Class Destroyer

Deck Plan Symbols

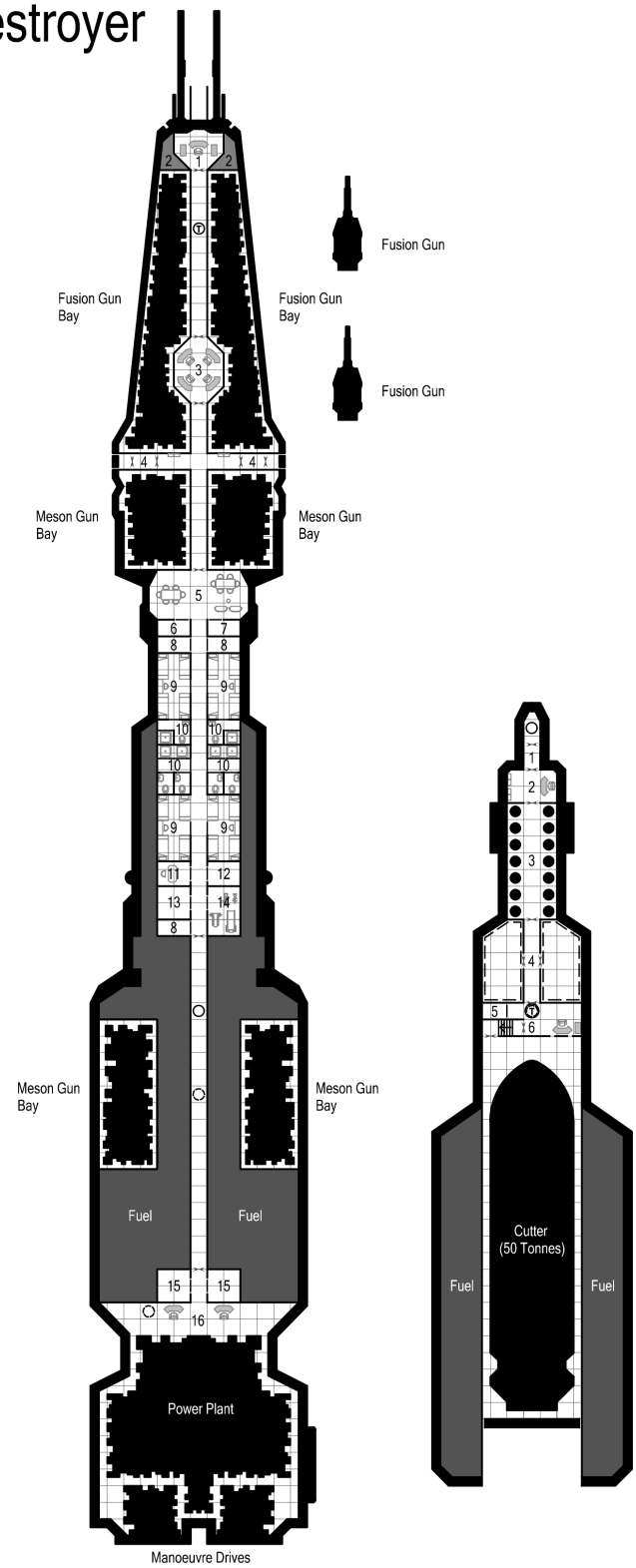
- Manual Hatch (overhead)
- Manual Hatch (deck)
- Iris Valve (overhead)
- Iris Valve (deck)
- Turret Access (overhead)
- Turret Access (deck)
- Iris Valve
- Manual Hatch
- Workstation
- Sliding Door
- Interior Wall
- Bulkhead
- Maintenance Hatch

Deck 3 - Lower Deck

1. Sensor Control
2. Sensors
3. Fusion Gun Fire Control
4. Airlock
5. Enlisted Mess
6. Enlisted Mess Galley
7. Officer's Quarters
8. Equipment Store
9. Enlisted Berths
10. Enlisted Heads
11. Office
12. Utility Room
13. Stores
14. Gymnasium
15. Engineering Stores and Workshop
16. Lower Engineering

Deck 4 - Boat Deck

1. Main Airlock/Docking Port
2. Security Station
3. Repair Drones
4. Cargo Holds
5. Equipment Store
6. Flight Control



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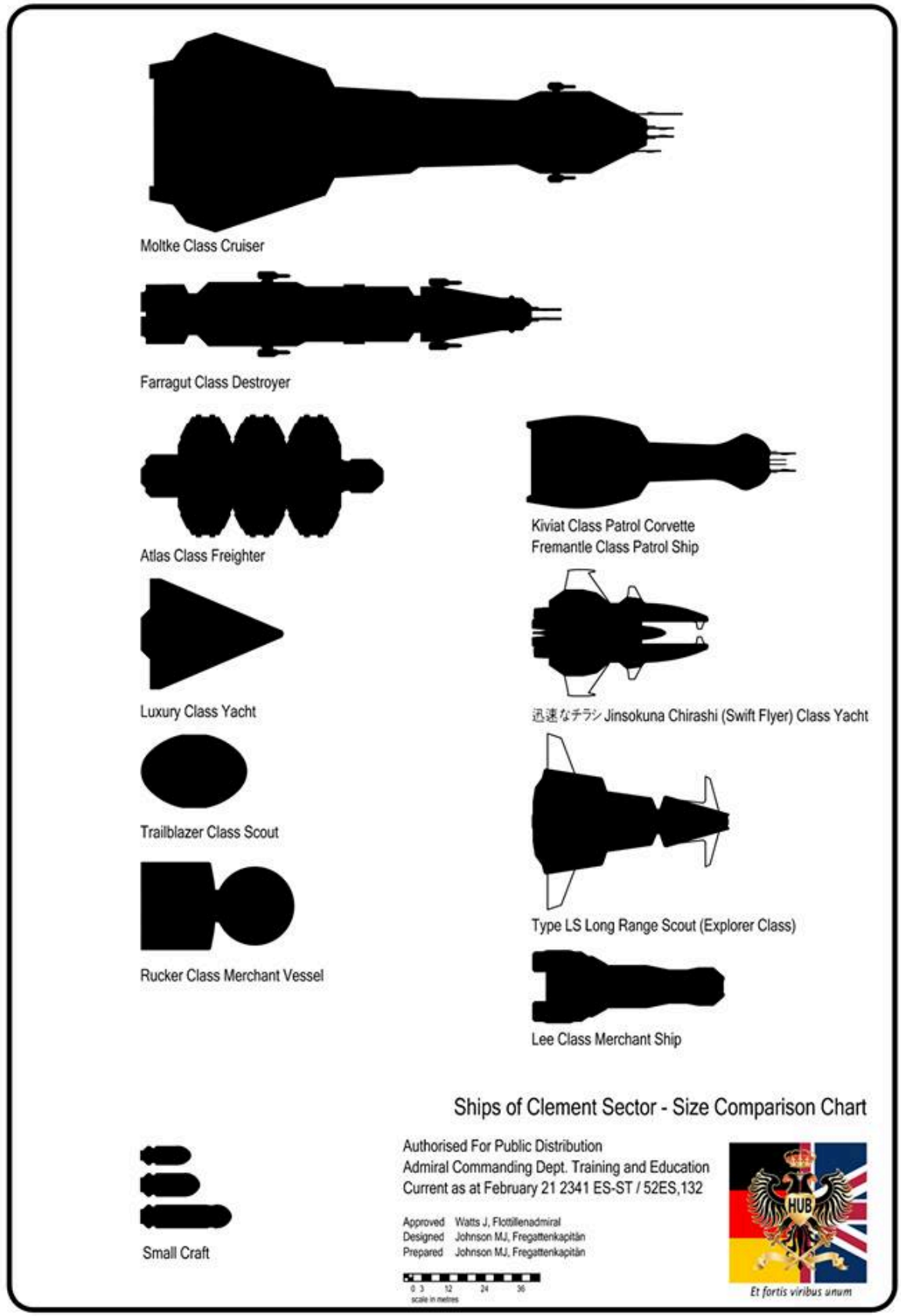
scale in metres


Moltke Class Cruiser
Farragut Class Destroyer
Atlas Class Freighter
Kiviat Class Patrol Corvette
Fremantle Class Patrol Ship
Luxury Class Yacht
迅速なチラシ Jinsokuna Chirashi (Swift Flyer) Class Yacht
Trailblazer Class Scout
Type LS Long Range Scout (Explorer Class)
Rucker Class Merchant Vessel
Lee Class Merchant Ship
Ships of Clement Sector - Size Comparison Chart
Authorised For Public Distribution
Admiral Commanding Dept. Training and Education
Current as at February 21 2341 ES-ST / 52ES,132
Approved Watts J, Flottillenadmiral
Designed Johnson MJ, Fregattenkapitän
Prepared Johnson MJ, Fregattenkapitän
0 3 12 24 36
scale in metres
HUB
Et fortis viribus unum
Small Craft

Personal Combat

Personal combat is a staple of the sort of space opera which *Clement Sector* emulates. In this chapter, we will provide instructions on how to resolve such combat situations concerning people as well as vehicles. For information concerning space combat between spaceships or starships, see p.410.

Personal Combat Checklist

Personal combat in *Clement Sector* is cyclical. Everybody acts in turn in a regular cycle called a round. Generally, combat runs in the following way:

1. The Referee determines which characters are aware of their opponents at the start of the battle. If some but not all combatants are aware of their opponents, the combatants that are aware of their opponents are considered to get an automatic 12 on their initiative roll, giving them an Initiative of 12 + any applicable modifiers.
2. Any remaining combatants roll Initiative. All combatants are now ready to begin their first round of combat.
3. Combatants act in initiative order.
4. When everyone has had a turn, everyone should roll for initiative again, and steps 3 and 4 should repeat until the combat has ended with one side either surrendering or becoming unable to continue the fight.

Range

Personal combat is divided into a series of range bands. These are identified in the Personal Combat Range Bands table.

Table: Personal Combat Range Bands

Range	Distance to Target	Squares to Target
Personal	Less than 1.5 meters	0 (combatants are in the same square)
Close	1.5 to 3 meters	1 to 2 squares
Short	3 to 12 meters	3 to 8 squares
Medium	12 to 50 meters	9 to 34 squares
Long	51 meters to 250 meters	35 to 166 squares
Very Long	251 meters to 500 meters	167 to 334 squares
Distant	501 meters+	334 squares+

The Difficulty of any attack is based on the weapon type and the range of the attack, as per the Attack Difficulties by Weapon Type table.

Table: Attack Difficulties by Weapon Type

Weapon	Personal	Close	Short	Medium	Long	Very Long	Distant
Close Quarters	Average	Difficult	--	--	--	--	--
Extended Reach	Difficult	Average	--	--	--	--	--
Thrown	--	Average	Difficult	Difficult	--	--	--
Pistol	Average	Average	Average	Difficult	Very Difficult	--	--
Rifle	Very Difficult	Difficult	Average	Average	Average	Difficult	Very Difficult
Shotgun	Difficult	Average	Difficult	Difficult	Very Difficult	--	--

Starting Range

When a combat begins, the Referee must decide the starting range that separates the groups of combatants. For combat in tight quarters, such as inside a saloon, the starting range is usually Short. The range for outdoor encounters is usually Medium, although open areas such as prairies, deserts, open roads, and ocean surfaces make it easier to see at a distance, so Long or even Very Long range would not be inappropriate.

Total darkness reduces starting range to Short or less. Partial darkness restricts starting range to Medium or less.

Initiative

If the combatants are all unprepared for combat, then each player rolls 2D6 and adds their Dexterity modifier to determine starting Initiative. Characters which have Tactics (Military) may also add their skill level to their Initiative roll. If a character has Leadership AND Tactics (Military), all combatants on that side may add that character's Tactics (Military) level to their Initiative. If more than one character has both, the group adds the Tactics (Military) level of the character with the highest level in Leadership. Only one character in a group may add their Tactics (Military) level to the group's initiative.

If a character chooses to use Leadership to add their Tactics (Military) level to the initiative of the members of their group, that character may not use Draw in place of rolling initiative.

Initiative determines the order in which characters can act, but it can also be spent to react to events. If some of the combatants are ready for combat and some are not, such as in an ambush, the prepared

characters are considered to get an automatic 12 on their roll, giving them an Initiative of 12 + the modifiers listed in the above paragraph. Characters that are aware of a group, and that group is unaware of them, may elect to avoid conflict entirely.

Using Draw for Initiative

Characters with a Draw skill level of 1 or higher which are aware of their enemies may attempt to roll a Draw skill check instead of rolling for Initiative. Those wishing to attempt this should use the following skill check.

Drawing a weapon swiftly for combat: Draw, DEX, 1-6 deciseconds (tenth of a second), Difficult (-2)

Exceptional Success: Gain an automatic 12 + modifiers for Initiative.
Success: Roll Initiative normally and gain a +5 to the result.
Failure: Roll Initiative as normal.
Exceptional Failure: Roll Initiative as usual but take a -5 penalty.

A character choosing to use Draw for Initiative may not add their Tactics (Military) level to the group's initiative or their own.

The Combat Round

Each combat round lasts around six seconds of game time. In a combat round, each character gets a minor action and a significant action. If a character does not take a significant action, they may take three minor actions. Actions are taken in descending order of Initiative. In the event of a tie, the character with the highest Dexterity should act first. If both characters have the same Dexterity score, then the players should roll a d6 and the one with the highest result should go first.

When a character acts, they perform all their actions at once.

Once everyone has acted, the combat round is over, and a new round begins. Everyone re-rolls their Initiative just as they did at the beginning of the previous round.

At the start of each combat round, a character may declare that they are acting hastily. This gives the character a +2 bonus to their Initiative for that round only, but all the character's actions receive a –1 DM. A character can only hasten once per combat session.

Minor Actions

Minor actions are actions intended to move a distance or to manipulate or move an object. You can take up to three minor actions per round, at the loss of a significant action.

Aiming

A character that spends a minor action aiming at a target gets a +1 DM to his next attack on the target, as long as the character does nothing except aim until he makes his attack. A character may spend multiple actions on aiming, gaining a maximum aiming DM of +6 if he spends six minor actions (or two full Combat Rounds) on aiming.

Aiming for the Kill

Specifically aiming for a kill works exactly like regular Aiming but does not add to the character's DM to hit the target. Instead, the character gains a bonus of +2 to his damage equal to the number of minor actions he spends Aiming for the Kill. He cannot dodge, duck, or move while aiming. He also loses his Aim bonus if hit or distracted. The maximum bonus obtainable from Aiming for the Kill is +6.

Changing Stance

A character can change to any one of the three stances – prone, crouched or standing – as a minor action.

Drawing a Weapon

If a character is simply drawing their weapon for later use, then drawing the weapon is considered a minor action. In a showdown or an attempt to use drawing as a substitute for rolling Initiative, then drawing the weapon is considered a Significant Action.

Movement

The character moves up to six meters. When using a square grid for modeling the combat, each square should measure 1.5 meters to the side. This means that the average character moves four squares on his turn. Difficult terrain, such as rubble, mud or thick under-brush can halve a character's movement, allowing him to move only three meters per movement action. Crouching halves movement.

Miscellaneous

The Referee may permit a character to perform a skill check or other action as a minor action if the use of the skill does not require the character's full attention or complex physical actions.

Significant Actions

Significant actions are intended to do something within about 3 seconds. You can perform a single significant action per round or forego it to perform a total of three minor actions.

Miscellaneous

A character may make a skill check or do something else as a significant action when such an action requires the character's full attention, concentration, complicated physical actions, or some combination thereof. Any skill check with a time interval of 1-6 seconds is simply considered a significant action during combat.

Attack

The most common significant action is an attack. The basic attack action is trying to injure a foe with a melee attack or a ranged weapon. The attacker declares his target, and the foe may choose to react. The attacker then makes a skill check, and if successful, deals damage to his target. The actual Difficulty of this skill check is determined using the weapon type and the range of the attack, as given earlier in this chapter under **Range**.

The standard skill checks used in making an attack are:

- **Melee Attack** = 2D6 + appropriate melee combat skill + Strength or Dexterity modifier (attacker's choice)
- **Shooting Attack** = 2D6 + appropriate gun combat skill + Dexterity modifier
- **Thrown Attack** = 2D6 + Melee (Thrown Weapons) + Dexterity Modifier

Table: Common Modifiers to Attacks in Personal Combat

Action	Modifier
Aiming	+1 per Aim action
Cover	–0 to –6
Environmental Effects	–1 to –2
Movement	–1 for every 10 full meters of target movement
Target Dodges (Reaction)	–1
Target Parries (Reaction)	–Defender's appropriate melee skill
Target Stance	–2 if attacking a prone target at Medium or greater range; +2 if attacking a prone target at Personal range

Coup de Grace

A character can use a melee weapon to deliver a coup de grace to a helpless opponent that is within close range. They can also use a ranged weapon to do so, provided they are adjacent to the target. The attack automatically hits, and the opponent dies.

Dodging

A character that is being attacked may dodge, giving their attacker a –1 DM and giving himself a –1 DM on all skill checks until the next round. If the character is in cover or has an obstruction to duck or dodge behind, the DM to hit the character is increased to –2.

Parrying

A character who is being attacked in melee can parry, applying their Melee skill as a negative DM equal to the attack roll. A parrying character also has a –1 DM on all skill checks until the next round.

Reactions

Reactions are actions taken immediately in response to the action of another. The more time a character spends reacting, the longer it will be until he acts himself. Each reaction lowers Initiative by 2 and applies a –1 DM to all skill checks until the following round. There is no limit to how many times a character can react in a round, but a character can only react once to each attack and the penalties from reacting are cumulative. A character can only react to attacks of which they are aware.

Reload

Weapons from this period are often time consuming to reload. Unless otherwise stated in the weapon description, all weapons which require a reload will take one Significant Action to do so. This will often be expressed as taking “a Combat Round” as it will take the full Significant Action to perform the task.

Other Actions

Other types of action can take place during personal combat.

Free Actions

Some actions are so fast they do not even qualify as a minor action – shouting a warning, pushing a button, checking your handcomp, and so on. A character can perform as many of these free actions

as they like in a turn, although if they perform several, the Referee may require the character to spend a minor or even a significant action on their various tasks.

Extended Actions

Some skill checks will take longer than a single combat round to complete. Make a Timing roll for the task and then work out how many six second combat rounds it will take to complete. A character engaging in an extended action cannot do anything else but can abandon their action at any time and return to the normal Initiative order. A character who is hit by an attack while undertaking an extended action must make an 8+ roll using the skill in question with a negative DM equal to the amount of damage the attack causes. Failure indicates that this round's work does not count towards the completion of the task. Failure by six or more (an Exceptional Failure) ruins the task and the character must start again.

Delay

A character does not have to act when their turn comes up in the Initiative order. The character may act at any later point during the round, even interrupting another's actions to do so. When the character acts, their Initiative is set to the count on which they acted. If the character has not acted by the end of the round, the character may choose to act first in the next round, effectively giving up their actions in the previous round in exchange for an Initiative advantage.

Special Considerations

The following are special considerations in Personal Combat.

Battlefield Conditions

Certain battlefield conditions affect ranged attacks:

- **Darkness**: Low light gives a –1 DM to ranged attacks. Complete darkness gives a –4 DM.
- **Smoke or Fog**: Smoke gives a –1 DM to ranged attacks by obscuring the target; especially thick and impenetrable smoke gives a –2 DM.
- **Extreme Weather**: Driving wind, rain, snowstorms and so forth give a –1 DM to ranged attacks from poor visibility and a –1 DM to ranged attacks from environmental interference.

Blind Firing

Blind firing works exactly like any other form of firing, but it always treats the firer as having Level 0 in that weapon’s relative skill. Additionally, an extra die is thrown when firing, but before any calculations are made the highest die (or one of the highest, in case of a tie) is removed completely. Any successful attack(s) needs to then have a die rolled to randomly choose which eligible target in the firing line is hit – whether friend or foe.

Cover

Any sort of low wall, undergrowth, convenient rocks, or other objects can serve as cover. Attacks made on characters who are behind cover suffer the negative cover DM on the Cover Modifiers table below. Crouching or prone targets can claim cover one step higher on the table. If a character in full cover is crouching or prone, they are impossible to hit but cannot return fire.

Table: Cover Modifiers

Cover	Cover DM
1/4 (undergrowth, small rock, corner of a building)	–0
1/2 (thick forest, low wall, crate)	–1
3/4 (jungle, trench, reinforced position)	–2
Full	–4

Entangle

Certain weapons are said to entangle a target rather than damage them. These items such as ropes, whips, bolas, and the like can entangle a target. The attacker will use their Melee (Lasso) skill or Melee (Thrown Weapons) skill and the target will use their Melee (Unarmed Combat) skill. If the character wins, the target is considered to be entangled.

Once entangled, the target can perform no significant action other than attempt to release themselves. Characters attempting to release themselves from entanglement must make a STR check at Difficult (-2). Any level of success means that the character has freed themselves. Any level of failure means that the character remains entangled.

Explosions

Explosives affect an area. A character caught in an explosion may dodge at the usual Initiative cost. A character that dodges an explosion may reduce the damage by 1D6 if the character just dodges or by half if the character dives for cover. A character that dives for cover ends up prone and loses their next significant action.

Extreme Range Firing

Any weapon that has the ability to fire into the Distant range band can potentially strike targets even beyond that, provided that the firer can see the target. Weapons fired at this extreme range do so using the modifiers for Distant range with an additional DM of –2. Only characters with at least three levels of skill in the weapon may fire at extreme range. To fire at extreme range, characters must be stationary and prepared to fire from some kind of rest (rock face, tree limb, windowsill, etc.). Vehicles must be stationary for weapons to be fired at extreme range from it.

This can be combined with Aiming for the Kill (see p.385).

Firing into Combat

If a character is firing a weapon at a target that is at greater than Personal range to another combatant, then the attack suffers a –2 DM. If the attack misses, roll 1D6. On a 4+, the attack hits the nearest other combatant to the original target.

Grappling

A character can attempt to wrestle or grab another person instead of hitting them. The attacker must move to Personal range and beat their target in an opposed Melee (Unarmed Combat) skill check. If the character wins, they may do any one of the following:

- Continue the grapple with no other effects.
- Disarm the opponent. If the character succeeds by 6+, the character can take the weapon away; otherwise, it ends up on the floor.
- Drag the opponent up to three meters.
- Escape the grapple and move away (as if with a normal movement action).
- Inflict damage equal to 2 + the Effect.
- Knock the opponent prone.
- Throw the opponent up to three meters for 1D6 damage.

Throwing an opponent always ends the grapple. With any other option, the winner can choose to end or continue the grapple as they see fit. A character in a grapple cannot move nor do anything other than make opposed Melee (Unarmed Combat) skill checks. Each time an opposed check is made the winner can choose an option from the above list.

Jamming

If the user of a firearm rolls a natural 2 on the dice, then the firearm has jammed. Unless otherwise stated in the firearms description, the weapon requires a significant action to clear the jam.

Mounted Firing

Characters who are mounted must increase the difficulty to hit a target by one level. If the character who is mounted is moving at speed (as opposed to moving slowly or standing still), the character must increase the difficulty to hit a target by two levels.

Characters who possess the skill needed to operate the vehicle or mount (such as Flyer (Grav) or Animals (Riding)) at a level higher than two do not take these penalties.

Mounted Damage

Characters which are mounted on an animal may be specifically targeted or the mount itself may be specifically targeted. If this is the desire of the shooter, then they must spend a minor action Aiming

(see p.385). If this results in a successful hit, the player of the character which fired decides if they hit the mount or the rider.

In attacks on mounted characters in which the shooter did not spend a minor action aiming, the firing player (or Referee in the case of an NPC) must roll a d6. On a roll of 1-3, the mount was hit, and damage will be applied to the mount. On a roll of 4-6, the rider was hit, and damage will be applied to the mounted character.

Moving Target

Characters who are attempting to hit a moving target may need to increase the difficulty of their attack. Consult the table below as a guide to how much to increase the difficulty.

Situation	Difficulty Level Increase
Human walking across a street	None
Human running down a street	+1 Difficulty level
Person riding a slow-moving mount	+1 Difficulty level
Person riding a fast-moving mount	+2 Difficulty levels
Person riding a slow-moving vehicle	+1 Difficulty level
Person riding a fast-moving vehicle	+2 Difficulty levels

Shotgun Spread

Any shotgun loaded specifically with buckshot rounds can be fired like a common round at a single target up to Short range, using the standard statistics for the weapon. If firing at a target or group of targets at Medium or Long range, the buckshot has its damage reduced to 2d6 but gains a DM+1 bonus to hit and can hit not only the target aimed at but also anyone (friend or foe) in Personal range with the initial target.

Suppression Fire

Suppression fire works by having the character fire at the areas surrounding the target; a wall, a tree, a rock, or even the ground at their feet are all perfectly suitable. The impact of the character's attacks is often enough to give pause to a potential attacker. The firing character rolls the shooting attack as normal, except with a –2 modifier for trying to hit cover and nearby objects to the target(s). This attack action also uses up double the normal amount of ammunition per attack. Failures are treated as normal misses. Success means that the firer has hit close enough to the target to force them to duck away, stalling their next action by adding an initiative penalty equal to the Effect of the attack. Suppressed targets also receive a DM-1 penalty to any skill checks that they try to perform in both the current and following combat round.

Stance

A character can be standing, crouched or prone.

Standing: A standing character uses the normal rules.

Crouching: A crouching character moves at half speed but can make better use of cover. If a crouching character is in cover, consider it one row lower on the Cover Modifiers table. For example, if a character is crouching behind a waist-high wall, the character is considered to be at 3/4 cover rather than 1/2 cover.

Prone: A prone character cannot make melee attacks or dodge. He may make improved use of cover like a crouching character, and he may still parry melee attacks. All ranged attacks targeting him suffer a –2 DM penalty. At Close range, the penalty is reduced to +0; a prone character being attacked at Personal range grants a +2 DM to attacks against him.

Thrown Weapons

There are two kinds of thrown weapons: the first kind strike a single target and do damage from the force of their impact, such as throwing knives or a thrown rock. These use the normal rules for ranged combat.

The other kind of thrown weapon is an explosive such as a stick of dynamite that inflicts no damage from impact but typically delivers a harmful payload. The first kind of thrown weapon adds the Effect of the Melee (Thrown Weapons) check to its damage. The second does not.

If the attack fails, the projectile scatters in a random direction for (6 + Effect) meters. This is usually only important if the projectile explodes on or after impact.

Damage

Each weapon lists the damage it inflicts as a number of D6. Add the Effect of the attack roll to this damage.

The first time a character takes damage, it is applied to the target's Endurance. If a target is reduced to Endurance 0, then further damage is subtracted from the target's Strength or Dexterity (player's choice). If either Strength or Dexterity is reduced to 0, the character is unconscious, and any further damage is subtracted from the remaining physical characteristic. If all three physical characteristics are reduced to 0, the character is killed.

Once a character has taken damage, any damage from subsequent attacks is allocated to any of the three physical characteristics as the character so chooses.

Table: Damage Results

Characteristic Damage	Result
At least 1 characteristic is damaged	Character is wounded
All 3 characteristics are damaged	Character is seriously wounded
2 characteristics are at Zero	Character is unconscious
3 characteristics are at Zero	Character is dead

Armor

Armor reduces damage by the value of the armor. A hit with an Effect of 6+ always inflicts at least one point of damage regardless of the target's armor.

Fatigue

A character can become fatigued in numerous ways, such as staying awake too long, over-exerting themselves or even using certain medications. A fatigued character suffers a –2 DM to all checks until he rests. The amount of rest needed is 3 – the character's Endurance DM hours. If a character suffers fatigue while already fatigued, they fall unconscious.

A character will become fatigued if they are awake for a number of hours equal to 2X their Endurance or exert themselves for a number of minutes equal to 3X their Endurance.

Unconsciousness

An unconscious character may make an Endurance check after every minute of unconsciousness – if successful, the character regains consciousness. If the character fails, they must wait another minute and can then try again with a +1 DM on the check for every check previously failed.

Injury and Recovery

Injured characters are either wounded or seriously wounded. A character is considered seriously wounded if the character has lost at least one point from all three of their physical characteristics. As soon as one of these physical characteristics is restored, no matter how, the character is no longer seriously wounded.

Seriously wounded characters who have somehow avoided unconsciousness cannot move except to hobble or crawl along at 1.5 meters per combat round. They also lose their minor action in combat.

Wounded characters heal naturally and can also benefit from medical care. When characteristic points return from healing, players may choose which characteristic regains the points and may split healing between characteristics if they wish.

Natural Healing

An injured character regains a number of characteristic points equal to his 1D6 + Endurance DM per day of full rest. If the character continues an active lifestyle, they will only heal a number of characteristic points equal to 1 + Endurance DM per day. Characters with a low Endurance DM (quite possibly from injury) may degrade (lose more characteristic points) over time if they are unlucky or cannot (or will not) rest.

A seriously wounded character only regains characteristic points equal to their Endurance DM per day of rest, which means that the character may never heal naturally and will even get worse if his Endurance DM is currently negative.

Medical Treatment

Natural healing is not the only way to recover damage. Characters can also seek out medical treatment.

First Aid: Applying first aid restores a number of characteristic points equal to twice the Effect of the Medic (First Aid) check. Points restored by first aid are divided as desired among all damaged physical characteristics. First aid must be applied within five minutes of the injuries being received to be fully effective. A character can still benefit from first aid up to an hour after their injury, but they only receive a number of characteristic points equal to the Effect of the Medic check. Performing first aid on yourself is a Difficult (–2) task.

Surgery: A character that is seriously wounded (after first aid has been applied) requires surgery. Surgery restores characteristic points just like first aid but if the check is failed the patient loses characteristic points equal to the Effect. Surgery requires the character giving aid to have Medic (Surgery) and to perform the action in a hospital or sickbay. Once one characteristic is back to its maximum level the patient can benefit from medical care. Surgery does not benefit characters that are not seriously wounded. Performing surgery on yourself is a Very Difficult (–4) task.

Medical Care: Medical care restores 2 + the character's Endurance DM + the doctor's Medic skill in characteristic points per day, divided evenly among all damaged characteristics. Medical care requires a hospital or sickbay and for the patient to undergo full bed rest.

Healing and Mental Characteristics

Characters may also suffer damage to their Intelligence or even their Education. Unless otherwise specified, each mental characteristic heals at the rate of one point per day.

Vehicle Combat

Vehicles in Personal Combat

Combat in and on vehicles is much the same as ordinary combat. The differences are as follows:

- Unlike people, who are mobile and maneuverable, careful track must be kept of which way a vehicle is facing. Vehicle-mounted weapons – and armed passengers, to a lesser extent – are restricted to certain fire arcs.
- Vehicles are considered to move on the driver's Initiative. The driver must spend a minor action every round to keep control of the vehicle under normal circumstances – a straight road or simple maneuvers – or a significant action to navigate obstacles, conduct evasion or pursuit, or dodge incoming fire.
- Attackers gain a +1 DM to hit most vehicles because of their size.

Closed and Open Vehicles

There are two main types of vehicles: open and closed.

Closed Vehicles: Closed vehicles such as a tank grant cover to the occupants – unless the description mentions otherwise, enclosed vehicles grant ½ cover. Only a few people in a closed vehicle can shoot out, depending on the number of windows or other firing ports and the internal space available. Unless the description mentions otherwise, up to two people can fire into each arc from a closed vehicle.

Open Vehicles: Open vehicles grant no cover to the passengers. Any passenger in an open vehicle can shoot (or otherwise attack) in any direction.

Vehicle-Mounted Weapons

Weapons mounted on vehicles are limited in what directions they can fire. A weapon mounted in the front arc, for example, can only fire into a 90˚ area in front of the vehicle. Weapons in turrets can fire in any direction.

Collisions

When a vehicle collides with something else, everything takes damage. Roll 1D6 for every 10 kph of the vehicle's speed (round up). This is applied as damage directly to anything hit and, if the thing struck is solid enough, also to the ramming vehicle. Any unsecured passengers in a vehicle damaged in a collision take the same damage and, if possible, are thrown three meters for every 10 kph of speed. Secured passengers (those wearing seatbelts or something similar) are not thrown anywhere and take one quarter damage.

Vehicular Actions

These are all significant actions that the driver of a vehicle can take when their turn in the Initiative order arrives.

Evasive Action

Vehicles are not typically maneuverable enough to dodge as a reaction. Instead, the driver may declare that he is taking evasive action when their turn arrives. The driver will need to make a skill check (skill determined by vehicle) and the Effect acts as a –DM to all attacks against the vehicle or its passengers. The Effect also acts as a –DM to any attacks made from the vehicle as well. This lasts until the driver's next action.

Trains or any other vehicle which uses tracks may not take evasive action.

Maneuvering

A character can maneuver their vehicle without making a skill check. This allows the vehicle to avoid large or obvious obstacles, to get where it is going, to move out of a firing arc and into a different one, or to change the fire arc that a single target is in.

Trains or any other vehicle which uses tracks may not attempt to maneuver.

Ram

Deliberately driving a vehicle into someone or something requires a significant action and a successful skill check (skill determined by vehicle). Rams are affected by dodging and evasive action as normal.

The Referee may grant bonuses to a ram attempt or declare it automatically successful if the target is particularly large.

Stunt

With a significant action and a successful vehicle control check the operator of a vehicle can do pretty much anything it is possible to do with the vehicle such as making a quick turn with a wheeled vehicle or flying a closing circles around a target with a grav vehicle. A stunt can be used to put a single target into one additional fire arc for one round, to set up some other skill check using the rules for task chains, to achieve something that would normally be difficult or impossible in the vehicle, to achieve up to three maneuver actions in one go, just to show off, or anything else one can imagine.

Weave

In an environment with many obstacles, such as a rocky environment or between buildings on narrow streets, a character may choose to weave their vehicle in and around the obstacles at high speed in order to evade pursuit. The driver chooses a weaving number, as low as one or as high as one per 20 km/h of speed (round up) and must then make a skill check (skill determined by vehicle) with the weaving number as a penalty on the roll. If the character fails, the character has weaved into an obstacle and crashed. If the character succeeds, any pursuers must choose a weave action on their turn and make their skill test at the same penalty with the same consequence for failure. Alternatively, they can choose to break off pursuit and either give up or try to reacquire the target later.

Vehicle Damage

Vehicles have a Hull value and a Structure value, which measure the vehicle's structural integrity. When Hull is reduced to 0, the vehicle starts taking damage to its internal systems. When Structure is reduced to 0, the vehicle is reduced to scrap. Vehicles also suffer damage to onboard systems as they take damage.

To determine the effects of an attack on a vehicle, first determine how much damage the vehicle suffers as normal. Many vehicles will have one or more points of armor that reduces the damage. Consult the Vehicle Damage table to determine how many 'hits' the vehicle suffers. Each hit is then applied to a particular location on the vehicle. Double or Triple hits count as two or three hits on the same location.

Table: Vehicle Damage

Damage	Effect
0 or less	No damage
1–3	Single Hit
4–6	Two Single Hits
7–9	Double Hit
10–12	Three Single Hits
13–15	Two Single Hits, Double Hit
16–18	Two Double Hits
19–21	Triple Hit
22–24	Triple Hit, Single Hit
25–27	Triple Hit, Double Hit
28–30	Triple Hit, Double Hit, Single Hit
31–33	Two Triple Hits
For every extra three points	+1 Single Hit
For every extra six points	+1 Double Hit

Table: Vehicle Hit Location

1D6	External Hit (Vehicle)	Internal Hit (Vehicle)
1	Hull	Structure
2	Hull	Power Plant
3	Armor	Crew
4	Weapon	Cargo
5	Locomotion	Structure
6	Hull	Passengers

Table Results

Hull

Reduce the vehicle's Hull by one. If a vehicle runs out of Hull, further Hull hits become hits on the same row of the Internal Damage table.

Structure

Reduce the vehicle's Structure by one. If a vehicle runs out of Structure, it is destroyed. If the vehicle is destroyed by an attack that reduces it to a negative Structure score and it is powered by means other than human or animal power, it explodes doing 4D6 damage to everyone within six meters (including the occupants) and 2D6 damage to everyone within twelve meters. The occupants of a closed vehicle cannot dodge or dive for cover from this explosion, but the occupants of an open vehicle can.

Armor

Reduce the vehicle's armor by one. If the vehicle does not have armor, consider this as a Hull hit.

Locomotion

If the vehicle is operated by any means other than human or animal power, then:

First Hit: Reduce movement by 10% and apply a –1 DM to all vehicle control skill checks.

Second Hit: Reduce movement by 25% and apply a –2 DM to all vehicle control skill checks.

Third Hit: Locomotion disabled.

Further locomotion hits count as Hull hits.

If the vehicle is operated by human or animal power, roll damage as usual for a human or animal. If the human or animal is injured, then reduce movement by 50%. If the human or animal is incapacitated, then the vehicle may not move at all.

Weapon

Choose a weapon or device randomly for each hit.

First Hit: The weapon or device suffers a –2 DM to all checks related to its operation.

Second Hit: The weapon or device is destroyed.

If no weapons remain to be destroyed or the vehicle has no weapons, weapon hits become Hull hits.

Power Plant

First Hit: The vehicle loses one round's worth of actions.

Second Hit: The vehicle's movement is reduced by 50%.

Third Hit: The power plant is destroyed, disabling the vehicle and inflicting 1D6 Hull hits on it.

If the vehicle has no power plant, consider this a hit on the Crew.

Crew

Choose a crewmember randomly. The crewmember takes damage equal to that inflicted on the vehicle. If the crew is dead, the vehicle will not continue to function correctly until others take control.

If the crew is dead, then further hits become Structure hits.

Passengers

Choose a passenger randomly for any passenger hit. The passenger takes damage equal to the damage inflicted on the vehicle. If all the passengers are dead, further passenger hits become Structure hits.

Cargo

Any cargo present is hit and may be destroyed. If no cargo remains, further cargo hits become Structure hits.

Repairs

Damage to a vehicle falls into three categories: System Damage, Hull Damage, and Structure Damage.

System Damage: A damaged system can be jury-rigged back to functioning, but it will stop functioning again after 1D6 hours. Repairing a damaged system requires not only an Average Mechanics skill check taking 1–6 hours but also a source of spare parts. The spare parts can come from a scrap yard, a workshop, another vehicle, or can be taken from the same vehicle. When taking spare parts from other vehicle systems, each 'hit' of damage provides enough spare parts to make a single repair check.

The Passengers and Crew cannot take hits to provide spare parts.

A destroyed system costs 2D6x10% of its original cost to repair and cannot be repaired using spare parts. It requires a full workshop and specialist materials.

Hull Damage: Hull damage can be repaired with a Mechanics check taking 1–6 hours and consumes one 'hit' of spare parts.

Structure Damage: Structure damage can only be repaired in a workshop and requires 10–60 hours per point of damage. It costs 20% of the base cost of the vehicle per point repaired. No skill check is required.

Vehicle Chases

Chases are a staple of most action-oriented entertainment and the sorts of space opera on which *Clement Sector* is based are no different. These can be harrowing affairs through a busy starport corridor or city streets or along the edges of ravines or almost comedic runs through towns with odd things along the path of the chase.

Like combat, chases occur in Chase Rounds. Chase rounds are abstract, and the maneuvers involved can take varying amounts of time to perform. Actual game time per round will vary and it is up to the Referee to keep these abstractions moving forward.

Chases will most often involve one of several skills: Animals (Riding) Athletics, Drive, Flyer, Pilot, or Seafarer.

Before the chase begins, the two sides of the chase engage in a bidding war to see who is control of the order of the Chase Round. The number bid is the Difficulty that the bidder is willing to accept for the round of action. This allows the party who is willing to accept the most risk to control the action. This also allows the party with the most skill the option of being able to bid lower than the party with lesser skills. Bidding always begins at Simple (+6) and progresses upward from that point.

If a side wishes to do so, they may bid further upwards than Formidable (-6). While this may be foolhardy, some may wish to attempt it. Those wishing to do so should simply increase the difficulty by -2. So that if they wish to bid higher than Formidable, they should take a -8 to the roll and if someone wishes to bid further, that should be -10 and so forth.

Difficulty	Modifier
Simple	+6
Easy	+4
Routine	+2
Average	+0
Difficult	-2
Very Difficult	-4
Formidable	-6
Formidable +1	-8

Please note that a chase between a person on foot and a person on a mount or in a vehicle will end quite quickly with the vehicle outpacing the person who is running. For chases to be effective, the chase needs to be between two or more characters which are on par with one another. If they are not on par with one another, the chase ends with the faster character leaving the other behind immediately.

Chase Round Order

A Chase Round has eight steps. These are listed below.

1. Distance between the parties is established if this is the first round of the chase. If this is not the first round, the Referee determines the distance between the two parties of the chase based upon the results of the previous round.

2. Both parties bid on Difficulty to determine who goes first. Bidding begins at Simple and increases until one side surrenders to the other and action begins.

3. The bid winner controls the action by determining which side of the chase goes first in the round. This can be the bid winner or their opponents. Neither side reveals which maneuvers they will be attempting.

4. The first party declares the maneuver that they will be using in the Chase Round. Determine the success or failure of this maneuver. If the maneuver is a success, the effect takes place immediately. If the maneuver is a failure, there is a chance for an accident.

5. The first party may engage in Combat if an accident was avoided in Step 4.

6. The second party declares the maneuver that they will be using in the Chase Round. Determine the success or failure of this maneuver. If the maneuver is a success, the effect takes place immediately. If the maneuver is a failure, there is a chance for an accident.

7. The second party may engage in Combat if an accident was avoided in Step 6.

8. The round is over. Repeat until the chase has finished.

Chase Step Details

Step 1

There are five ranges at which a chase can begin: Close, Average, Long, Far, and Distant. Please note that these ranges are abstractions and should be adjusted by the Referee according to the type of chase involved. For instance, ranges are going to be shorter for a chase on foot than they will be in vehicles.

In general, the Referee should consider the ranges like this:

- Close: Almost in physical contact but not quite.
- Average: A short distance away but it would be reasonable to assume that one party could catch the other.
- Long: A longer distance away but it would be reasonable to assume that one party could catch the other.
- Far: One party could give chase, but the distance makes it seem dubious that the parties could catch one another.
- Distant: The chance of one party catching the other seems remote.

Step 2

Bidding begins at Simple. The final bid is the Difficulty for all maneuvers performed in this round. Player Characters should bid as one unit if they are all in close proximity. If the characters are not near one another, then additional steps may need to be added per number of groups of people in the chase.

Bidding the highest Difficulty allows the bidder to choose who goes first in the Chase Round. It may be advantageous for the winner to go first or to allow the loser to go first.

Step 3

The bid winner decides who goes first. If there are multiple parties in the chase, the bid winner determines the order in which the parties act.

Step 4

The maneuver of the first party is declared and resolved. Maneuver successes are immediate and may even have the effect of ending the chase before the other parties are able to act.

If the maneuver fails, the failing party must succeed in a Control check (see p.409) to continue the chase. If the Control check is failed, then an accident occurs, and the chase is over.

Step 5

The first party may engage in Combat if they so desire. The Referee should determine what the range is between the parties. If the range is too much (for instance, out of Melee range), then this may preclude the ability for combat.

Distance weapons such as firearms will use ranges as they do during Combat. Note that this, like all factors in Chase Rounds, is an abstraction and the distances for firearms are a rough approximation of their actual ranges. In the end, the Referee is the final arbiter on whether or not a weapon can reach its intended target and what the range may be based on how the ranges are established in Step 1.

Steps 6 and 7

A repeat of Steps 4 and 5 but for the second party involved in the chase. If there are multiple parties in the chase, you may add additional steps to allow those parties to act. The parties will act in the order chosen in Step 3.

Step 8

The Referee must now assess if the chase is over or if the chase may continue. A chase is over if the parties are separated by a distance larger than the distance assumed to be Distant, if the pursuer(s) has lost visual contact with the pursued, or if another circumstance (such as an accident) has ended the pursuit.

If the chase continues, the Referee should reassess the distances between the parties due to the results of the previous steps in this Chase Round.

Chase Maneuvers

Chase maneuvers are listed in this section. The pursued in the chase decides the maneuver and it must be repeated by all who are following for them to remain in the chase. Control Checks are task checks performed immediately by the character pursuing. If this is on foot, is based on Athletics (Co-Ordination) whereas if the chase is occurring while mounted on an animal it will be based on Animals (Riding). If the chase is occurring with vehicles, the character which is driving will be the only one which needs to make the Control Check and it will be based on the skill used to operate the vehicle (such as Flyer (Grav) or Drive (Wheeled)).

If the chase is being performed in a vehicle, the Agility of the vehicle will affect the difficulty. A negative agility means that the difficulty will be increased whereas a positive agility will decrease the difficulty. For instance, an American Dreams RetroWheels Grav Cycle (p.344) has an agility of 2. This would mean that the difficulty of a control task will decrease by 2 (Very Difficult to Average, for instance).

180 Degree Turn

Control: Difficult (-2)

The 180 Degree Turn is exactly what it sounds like. The character has made a change in direction and has doubled back in the direction of the pursuer. If the maneuver is successful, then the parties will pass one another as they go in opposite directions. A successful 180 Degree Turn immediately resets the range of the chase to Close.

If the pursuer does not make a 180 Degree Turn to pursue, then the chase may very well be over. The pursuers must make a 180 Degree Turn maneuver with a Difficulty equal to that of the original 180 Degree Turn. If the pursuing party fails, then the distance is extended to Distant.

If the pursuers make no maneuver, then the chase is over.

Please note that this a maneuver that may only be performed by the pursued. If the pursuer does it, the chase is over. This maneuver can only be performed if the chase range is Close or Average.

Fast Turn

Control: Difficult (-2)

A Fast Turn maneuver attempts to shake the pursuer by making a fast turn into an unexpected direction or location such as into a side alley or down a ravine. If a Fast Turn succeeds, the chase is over unless the pursuer succeeds with a Recon task with the same Difficulty of the Fast Turn maneuver. If the Recon task check succeeds, the range of the chase will be set at Close and the pursuit will continue.

If the Recon task check fails, the chase is over.

The Fast Turn maneuver can only be used at Long, Far, and Distant ranges.

Follow/Escape

Control: Average (+0)

This is the most basic of the maneuvers which can be performed in a chase. It is either an attempt to get closer to the pursued or an attempt to get further away from the pursuer.

Success indicates a change in distance between the two parties. If an Exceptional Success is achieved, then the distance increases by two ranges. If a Success is achieved, then the distance is increases by one range. If a Failure occurs, then the ranges remain unchanged.

If a success pushes the range beyond Distant and the round is complete, then the chase is over.

If the round is not over, then the pursuer can attempt to close the distance once again. The Referee should keep track of how far beyond Distant that the chase becomes (Distant+1, Distant+3, etc.) and use those ranges to determine if the pursuer is able to close the distant or if the chase is over.

The pursued can always choose to allow the pursuer to come closer without the need for a dice roll. In this case, the pursued decides the amount of distance reduced.

Stunt

Control: Very Difficult (-4)

A stunt is anything that a character wishes to do that is not one of the other established maneuvers. Stunts are more difficult than other maneuvers and have a higher chance of Accidents. Imagine any of the crazy things that you have seen done in a science fiction movie and you will likely get the picture. The Referee is the ultimate arbiter as to whether a Stunt may or may not be performed.

Obstacles

The Referee may also choose to throw up obstacles in the path of the chase. These can include changes in scenery, people walking into the path of the chase, or even animals interfering with the chase. These can be pre-determined by the Referee or thrown up at random as they like.

Each obstacle has its own Difficulty involved and operates independently of the bidding at the beginning of the chase round. Some examples of obstacles can include:

Obstacle	Difficulty
A large vehicle moves in front of the chase	Average (+0)
The narrow path is mostly blocked by a large boulder	Very Difficult (-4)
The chase leads into a crowd	Difficult (-2)

Accidents

An accident may occur when a chase maneuver fails. Accidents will result in damage to the vehicle, mount, and likely to the characters as well. Avoiding an accident requires a successful Control Check using the Control Difficulty listed with each maneuver and using the skill appropriate to the type of chase. If the Control Check is successful, the Accident is avoided. If it fails, then an Accident has occurred.

If an accident occurs with a person on foot, then they should immediately take 2d6 damage. If the result of the accident also includes a fall, then the Referee should include damage per Falling (see p.489).

If an accident occurs to a person on a mount, they will also take 2d6 damage and include falling damage as listed above if needed. The mount will also take 2d6 damage.

If the accident involves a vehicle, then the persons in the vehicle will take 2d6 damage. The vehicle will take 3d6 damage on the Vehicle Damage table (see p.398).

Space Combat

Just as chases are staples in action-oriented entertainment so also is space combat within space opera such as that on which *Clement Sector* is based. This chapter details the basics for space combat. These rules for starship combat presented here are designed to allow for more roleplaying and involvement of the characters. Movement and maneuvering are abstracted to allow for cinematic battles as vessels attempt to maneuver into a position of pursuit and advantage against their opponents, or frantically try to shake pursuit.

Much like Chases on p.403, range is abstracted, needing only to note whether the range for all vessels involved for each round is Close, Short, Medium, Long, Very Long, or Distant.

Space Combat Checklist

Like personal combat, space combat in *Clement Sector* is cyclical. Everybody acts in turn in a regular cycle called a turn. Each turn in space combat lasts six minutes. Generally, space combat runs in the following way:

1. Setup

a. The Referee determines the range at which the encounter begins.

b. All crew members are assigned to a position on board their vessel.

c. The Referee determines which characters are aware of their opponents at the start of the battle. If some but not all vessels are aware of their opponents, the vessels that are aware of their opponents are considered to get an automatic 12 on their initiative roll, giving them an Initiative of 12 + Dexterity DM.

2. Combat and Ship Action Phase

Any remaining vessels roll initiative. All vessels are now ready to begin their first turn of combat.

All vessels act in initiative order.

a. At the start of each combat turn, a Captain may declare that their crew is acting hastily.
b. The crew members of the vessel resolve their actions and reactions.
c. After every crew member has completed their actions and reactions, any damage is resolved if the vessel's weapon systems hit enemy ships.

When every vessel has had a turn, return to Step 2 and re-roll initiative. Repeat this process until combat ends.

Range in Space Combat

If two vessels randomly encounter each other while traveling through the depths of space, far from any other objects or vessels, the encounter will begin at Very Long range. More often, ships engage near a planet, where the range is Short or Medium.

Table: Space Combat Range Bands

Range	Distance	Sensor Details Detected
Adjacent	<1 km	Individual sources of neural activity (Very Advanced sensors only)
Close	1 to 10 km	Individual ship systems, level of neural activity (Very Advanced sensors only)
Short	10 to 1250 km	Fine visual details, individual heat sources, internal structure (Advanced and Very Advanced sensors only), presence of neural activity (Very Advanced sensors only)
Medium	1250 to 10,000 km	Source of EM emissions, external structure (Advanced and Very Advanced sensors only)
Long	10,000 km to 25,000 km	Ship configuration and shape, thermal activity, external structure (Advanced and Very Advanced sensors only)
Very Long	25,000 km to 50,000 km	Ship's presence and level of activity, basic object silhouette
Distant	50,000 km+	

Table: Space Combat Attack Difficulties by Weapon Type

Weapon	Adjacent	Close	Short	Medium	Long	Very Long	Distant
Pulse Laser	Difficult	Difficult	Average	Difficult	Difficult	Very Difficult	--
Beam Laser	Difficult	Difficult	Difficult	Average	Difficult	Difficult	Difficult
Particle Beam	Very Difficult	Difficult	Difficult	Difficult	Average	Difficult	Difficult
Fusion Gun	Difficult	Difficult	Difficult	Average	Difficult	Difficult	Difficult
Meson Gun	Very Difficult	Very Difficult	Difficult	Difficult	Average	Difficult	Difficult
Sandcaster	Routine	Average	Difficult	--	--	--	--
Railgun	--	Average	Difficult	Very difficult	Very difficult	Formidable	--

Crew Positions

At the start of an engagement, all crew must be assigned to a position on board ship. There can be only one pilot, but other than that, any number of people can occupy the same position.

Table: Crew Positions

Position	Responsibility
Bay Gunner	Each bay weapon has its own gunner.
Captain	Commands the ship and can use Leadership and Tactics skills.
Chief Security Officer	Commands marines and can use Leadership and Tactics skills in abstract boarding actions.
Damage Control	A character assigned to free-floating damage control can repair any system.
Drive Engineer	An engineer can be assigned to each of the M-drive and the J-drive.
Marine	Prepares to repel boarders, or to board enemy ships.
Passenger	Passengers are all people aboard ship who are not assigned a position and are assumed to be waiting in staterooms.
Pilot	Flies the ship, responsible for changing course and for evasive maneuvers.
Sensors Operator	A character assigned to communications and sensors.
Turret Gunner	Each turret has its own gunner. A character must choose which turret they are manning at the start of the combat.

Automated Positions

The ship's computer can cover several positions if it is running the appropriate software:

- Fire Control programs can either act as **gunners** or aid existing gunners.
- A ship equipped with repair drones and Auto-Repair software acts as **damage control**.
- A ship running an Intellect program and Expert Pilot can be the **pilot**.
- A ship equipped with repair drones and running an Intellect program and Expert Engineer can be a **drive engineer**.

Initiative

Each ship in an engagement rolls 2D6 to determine their Initiative score. Add the vessel's thrust score and the skill level of the pilot of the vessel to this roll.

If the captain of the vessel has Tactics (Naval), you may also add their level in that skill to the Initiative roll. If there is more than one vessel fighting on the side of the captain and the captain has Leadership, all vessels under their command may also add the captain's Tactics (Naval) skill level as well.

The Space Combat Turn

Each turn in space combat lasts around six minutes of game time. In a combat turn, vessels have individual Initiative. Actions are taken in descending order of Initiative. If two vessels have the same

Initiative, the vessel with the highest Thrust goes first. If they are still tied, then vessels act simultaneously. When a vessel acts, the crew members of the vessel take all their actions at once. Each crew member gets a minor action and a significant action.

Note on Personal Actions

As a space combat turn represents over 150 personal combat rounds, it stands to reason that crew members may engage in a lot of personal actions over the course of a single combat turn. Much of this is abstracted into the various space combat actions. Most personal actions have minimal impact on space combat. For crew members that do want to pursue a personal action during space combat, such as use a psionic ability, these actions count as minor actions on the space combat scale. This glosses over the remainder of the character's time during the combat turn and highlights the primary acts that a character might want to pursue without taking away from the rest of the space combat.

Table: Space Combat Action Summary

Description	Type	Crew Member
Change Positions	Minor	Anyone
Personal Action	Minor	Anyone
Reload Weapons System	Significant	Anyone
Miscellaneous	Varies	Anyone
Coordinate Crew	Significant	Captain
Boarding Action	Significant	Chief Security Officer, Marine
Repair Damaged System	Significant	Damage Control
Fire Sand	Reaction	Gunner
Point Defense	Reaction	Gunner
Trigger Screens	Reaction	Gunner
Attack	Significant	Gunner
Calculate Zimm Point Plot	Significant	Astrogator
Range Check	Significant	Astrogator
Adjust Speed	Minor	Pilot
Maintain Course	Minor	Pilot
Dodge Incoming Fire	Reaction	Pilot
Avoid Collision	Significant	Pilot
Break Pursuit	Significant	Pilot
Dock With Another Vessel	Significant	Pilot
Evasive Maneuvers	Significant	Pilot
Line Up The Shot	Significant	Pilot
Pursuit	Significant	Pilot
Ram	Significant	Pilot
Electronic Warfare	Significant	Sensors Operator
Intercept Enemy Communications	Significant	Sensors Operator
Maintain Communications	Significant	Sensors Operator
Sensor Targeting	Significant	Sensors Operator

Minor Actions

As in personal combat, minor actions are actions intended to perform tasks that do not require significant focus and concentration. Each crew member can take up to three minor actions per turn, at the loss of a significant action.

Adjust Speed

The pilot may increase or decrease the vessel's speed up to an amount equal to its Thrust. This requires no skill check.

Change Positions

Crewmember changes crew positions and are now considered to be manning their new position rather than their previous one.

Maintain Course

The pilot keeps the vessel on its current course and heading, remaining at the current speed. This requires no skill check.

Personal Action

A crew member may pursue any personal action that generally takes less than a minute.

Miscellaneous

The Referee may permit a character to perform a skill check or other action as a minor action if the use of the skill does not require the character's full attention or complex physical actions.

Significant Actions

Significant actions are intended to do something within about 3 seconds. You can perform a single significant action per turn or forego it to perform a total of three minor actions.

Take Two Minor Actions

A character can take two minor actions instead of a significant action.

Attack

A gunner may attack any target within the range of the weapon system they are manning. The gunner attacks by making a Turret Weapons or Bay Weapons skill check roll at a Difficulty determined by range, adding any Computer Targeting, Sensor Targeting, or other modifiers in effect this round for his vessel. The enemy ship may react by dodging, point defense or triggering screens (see Reactions). A gunner may fire any or all of the weapons in his turret or bay, but each turret or bay may only fire once per round. If the attack is successful, it will inflict damage. Damage is resolved after all attacks have been made in a vessel's turn. Missiles do not impact in the same round they are launched; their damage is resolved in the combat turn that they impact their target.

Avoid Collision

When a vessel is moving at Short or Close range through a debris field, traffic, an asteroid belt, a planetary ring, or similar situation where there is a reasonable chance of collision with another object, the pilot must make an Avoid Collision check each turn. A collision inflicts 1D6 damage for every point of the vessel's current speed.

Table: Collision Avoidance

Situation	Difficulty
Traffic (5 or more vessels within Short range), debris	Average (+0)
Asteroid field, light density	Difficult (-2)
Asteroid field, average density	Very Difficult (-4)
Asteroid field, heavy density	Formidable (-6)
Significant speed difference between ship and debris	DM -2

Boarding Action

If two ships are Adjacent or docked, then a boarding action can be attempted. If the ships are docked, then the attackers may cross over safely via airlocks. If the ships are merely adjacent, then the attackers must use thruster packs or small craft to cross over. While crossing, the attackers may be attacked with point defense weapons or by firing sand. Once across, boarding actions can be resolved using the personal combat rules or the abstract boarding rules.

Break Pursuit

If a vessel is being pursued (as per the Pursuit action) the pilot or driver may break the pursuit with a successful opposed Pilot skill check against his opponent. Once the pursuit has broken and the pursuing vessel loses all accumulated attack bonuses against that target.

Calculate Zimm Point Plot

The astrogator can hastily calculate a Zimm Point transit as a significant action in space combat. Normally an Easy (+4) Education-based Astrogation skill check, hastening it to fit within one space combat turn imposes a DM-1 on the skill check.

Dock with another Vessel

The pilot must make a successful Average (+0) Pilot check. If the other ship does not wish to be docked with then make opposed Pilot checks; the ship trying to dock suffers a –2 DM. When docked, boarding actions can take place.

Coordinate Crew

The captain makes an Average (+0) Leadership skill check. The captain gains a pool of points equal to the Effect of the skill check (minimum of 1), which he can distribute to individual crew members as DMs (granting a +1 DM per point) on skill or ability checks during the combat turn.

Electronic Warfare

A sensors operator may attempt to jam radio communications and sensor locks by making an opposed Intelligence-based Comms check against the sensor operator of the opposing vessel. Electronic warfare can be used to break sensor locks.

Alternatively, electronic warfare can be used to attack smart missiles that are targeting the ship. The sensors operator makes a Difficult (–2) Comms check and, if successful, a single attacking smart missile ceases attacking. The sensors operator may continue making checks to disable smart missiles until he fails one, with a cumulative –1 DM each time.

Evasive Maneuvers

The pilot operates the vessel in an erratic manner in an attempt to avoid being hit by opposing weapons fire. The Pilot makes an Average (+0) Pilot skill. If successful, any attack rolls targeting the pilot's vessel suffer a DM-1 penalty, or DM-2 with an Exceptional Success.

Intercept Enemy Communications

The sensors operator may attempt to intercept enemy communications. This requires a Difficult (-2) Comms skill check. Encryption (if any) must also be broken. Knowledge of enemy intentions can be valuable to a captain if they know how to use it. The captain may make an Easy (+4) Tactics check to gain an advantage from intercepted communications. If successful, the captain gains knowledge of the enemy’s dispositions or intentions. This translates to a one-time DM+4 bonus to any skill check

affecting the enemy (e.g., a pilot's attempt to evade a sudden attack, or a gunner's precise shot just as the enemy vessel turns to present a better target.) Of course, the enemy must have communications for them to be intercepted.

Line Up the Shot

A pilot may attempt to aid his gunners by providing a stable firing platform along an optimum attack vector. The pilot makes a Pilot check to aid his gunners, granting a DM+1 on all attack rolls this turn with a success, or a DM+2 with an Exceptional Success.

Maintain Communications

The sensors operator can establish and maintain communications between allied vessels with a Routine (+2) Electronics (Comms) skill check. If there is significant interference or a lot of communications going on (e.g., due to bad comm. discipline among a fleet), treat as Considerable Noise (DM-2). Deliberate comms jamming requires an opposed Electronics (Comms) skill check with the jammer. If reliable communications are not established, vessels cannot act in concert, and Tactics skill cannot be applied.

Pursuit

If a pilot makes a successful opposed Pilot skill check against another vessel within Short or Close range traveling at the same speed as the pilot's vessel, the successful pilot has placed his vessel in pursuit of his target maintaining the current range and matching the target ship move for move. Once a pursuit has been established, it must be maintained each turn to take advantage of the position. Maintaining a pursuit is a significant action that does not require a skill check. It is automatically maintained unless the target succeeds at the Break Pursuit action, manages to extend the range between the vessels to Medium or greater, or succeeds in outpacing the speed of the pursuing vessel by 7+ points. For each turn (after the first) that a vessel maintains pursuit of another vessel, it gains a cumulative DM+1 to hit when attacking the vessel being pursued, up to a maximum of DM+4.

Ram

Ramming is a potentially suicidal maneuver in which a pilot intentionally crashes his vessel into the hull of another vessel. This action may only be attempted at Close range, and if the ramming vessel is moving faster than the target. To successfully ram another vessel requires an opposed Pilot skill check between both vessels. A collision inflicts 1D6 damage for every point of difference in speed between the two vessels.

Range Check

The Astrogator makes an opposed Astrogation skill check with another vessel. The vessel with the highest result may elect to increase, decrease, or maintain the range between the vessels for the round.

Reload Weapons System

A crew member (usually the gunner) may spend the round reloading one spent missile rack, one spent sandcaster or other individual weapon system.

Repair Damaged System

A character on damage control may attempt to repair a damaged system by making an Education-based Mechanics check. If the check is successful, determine how many hits are repaired:

Table: Damage Repair Results

Mechanics Check Effect	Hits Repaired
0	1
1–5	2
6+	3

A ship with repair drones and the Auto-Repair software also makes one or two repair checks on the vessel's turn (unless it is being used to assist other repair attempts). The standard Auto-Repair software makes the check with a +1 DM. These are battlefield repairs only and will break down as soon as the battle is over unless repaired properly.

Sensor Targeting

The sensors operator may attempt to spend the turn providing improved fire control and targeting data to the gunners, hopefully increasing their chances of hitting their targets. The sensors operator should make an Education-based Electronics (Comms) skill check against the target's Sensor Jamming rating, for each vessel that is to be targeted. If successful, all gunners on the vessel gain a DM+1 bonus to their attacks this turn, or a DM+2 on an Exceptional Success. When using missiles the initial attack gets this bonus – the individual missile to hit rolls do not benefit directly. Smart missiles are unaffected.

Miscellaneous

A character may make a skill check or do something else as a significant action when such an action requires the character's full attention, concentration, complicated physical actions, or some

combination thereof. Any skill check with a time interval of 1-6 minutes is simply considered a significant action during space combat.

Reactions

As in Personal Combat, reactions are actions taken immediately in response to the action of another. A ship may react to incoming attacks. The following situations allow reactions:

- Targeted by a beam or railgun attack
- Incoming missile or torpedo
- Attempted boarding

The ship's Initiative determines how many times it may react in a round.

Table: Reactions by Initiative

Initiative	Reactions
0–4	1
5–8	2
9–12	3
13+	4

Dodge Incoming Fire

To dodge, the pilot must make a Pilot check. If successful, the attack suffers a –2 DM.

Fire Sand

Turrets equipped with sandcasters can fire sand to reduce damage from incoming beam attacks and attempt to damage or destroy incoming missiles. Each reaction spent on firing sand allows the gunner to make a Turret Weapons roll. If successful, the damage of each beam in the incoming attack is reduced by 1D6. If successful against missiles, then the damage of each missile is reduced by 1D6. If the missile is a basic type, then it is destroyed. On a damage reduction roll result of 6 then the missile (if it a type other than basic) is destroyed. Resolve each beam or missile separately. Each firing of sand costs one canister of sand. Sand can also be directed against incoming boarding parties. If the sand attack is successful, each target in the boarding party takes 8D6 damage. For sand canister types and their characteristics see *Anderson and Felix Guide to Naval Architecture.*

Point Defense

Turret lasers and point defense nodes can be used to destroy incoming missiles. The missiles can only be destroyed in the moments before they strike the spacecraft as they are too small and fast-moving to effectively target at greater ranges. The gunner must make a Turret Weapons check against the missile. If successful, the missile is destroyed. A gunner may keep making Gunner (Turret Weapons)

checks against missiles until he misses an attack; each attack suffers a cumulative –1 penalty. Attacks may be directed against different incoming missiles. Point defense nodes can also be used to attack incoming missiles or boarders in the same way using the point defense node software rating as a DM rather than a gunner's skill.

Trigger Screens

A MaGG Screen can be activated if the commander or one of the gunners has the Screens skill at Level 0. MaGG Screens reduce the damage from high energy particles (meson guns, particle beams, fusion guns, and nuclear weapons). With a MaGG screen active the crew of the protected ship will suffer no radiation damage and damage is reduced by an initial 2D6 and a further 1D6 per additional screen layer installed.

Other Actions

Other types of action can take place during space combat.

Free Actions

Some actions are so fast on the scale of space combat that they do not even qualify as a minor action. A character can perform as many of these free actions as he likes in a turn, although if he performs several the Referee may require him to spend a minor or even a significant action on his various tasks.

Extended Actions

Some skill checks will take longer than a single combat turn to complete. Make a Timing roll for the task and then work out how many six-minute combat turns it will take to complete. A character engaging in an extended action cannot do anything else but can abandon their action at any time and return to the normal Initiative order. A character who is hit by an attack while undertaking an extended action must make an 8+ roll using the skill in question with a negative DM equal to the amount of damage the attack causes (after armor). Failure indicates that this turn's work does not count towards the completion of the task. Failure by six or more (an Exceptional Failure) ruins the task and the character must start again.

Delay

A vessel does not have to act when its turn comes up in the Initiative order. The captain may decide to act at any later point during the turn, even interrupting another's actions to do so. When he acts, his Initiative is set to the count on which he acted. If the character has not acted by the end of the turn, they may choose to act first in the next turn, effectively giving up his actions in the previous turn in exchange for an Initiative advantage. His new Initiative is set to one higher than that of the current

first person in the order. When multiple characters are delaying and all wish to act first in the following turn, their Initiatives are all set to the same score, and they act in order of Thrust as normal.

Special Considerations

The following are special considerations in space combat.

Abstract Boarding Rules

In circumstances when the Referee may wish to resolve a boarding action without resorting to the personal combat rules, the following alternative method is suggested. On each round of a boarding action, the attacking Chief Security Officer (or Captain, if the CSO is down or not appointed) makes an opposed Intelligence-based Tactics skill check against the Chief Security Officer (or Captain, if the CSO is down or not appointed) of the defenders. The result of each round depends on who wins and the degree of success achieved by the winner of the opposed check, as outlined in the Abstract Boarding Resolution table.

Table: Abstract Boarding Resolution

Degree	Attacker Wins	Defender Wins
Success	Defender loses reactions this round. Attacker gains DM+2 on next opposed Tactics roll for boarding actions. The ship suffers one Single Hit of internal damage.	Defender gains DM +2 on next opposed Tactics roll for boarding actions. The ship suffers one Single Hit of internal damage.
Exceptional Success	Attacker successfully boards ship (Defender crew may abandon ship or are captured or killed at the discretion of the Attacker). Needs one turn to gain control of ship. Ship takes 2D6 damage of internal damage.	Attacker is driven back to their own ship or out into space (or captured or killed at the discretion of the Defender if Attacker's forces are unable to retreat). If ships are still docked, Defender may elect to launch a boarding action against the former Attacker next turn.

Missiles

Unlike beam weapons, which travel at the speed of light and so hit the enemy vessel almost instantly, missile weapons take time to cross the gulf of space. Basic missiles travel at Thrust 15 towards their designated target and their position can either be tracked as additional craft in the battle or, for the sake of simplicity, they can be assumed to strike after a number of turns dependent on launch range, as shown in the Missile Launch Range table. Missiles cannot be used at Adjacent or Close range simply because the missile's drive (either gravitic or reaction drive) cannot obtain high enough thrust values to be effective.

Table: Missile Launch Range

Range	Turns to Impact
Adjacent	-
Close	-
Short	1
Medium	1
Long	2
Very Long	5
Distant	8

When the missile is launched, the gunner must make a Turret Weapons or Bay Weapons skill check to determine the accuracy of the launch. The effect of the skill check determines the chance that the missile will strike its target when it hits. A target may react to incoming missiles by dodging or point defense. This reaction does not take place until the turn the missiles arrive at their destination, so any target response must wait until then.

Table: Missile To-Hit by Skill Check Effect

Turret Weapons/Bay Weapons check	Missile to-hit roll
Failed With Effect –6 or less	11+
Failed With Effect –1 to –5	10+
Succeeded With Effect 0	8+
Succeeded With Effect 1–5	7+
Succeeded With Effect 6+	6+

Smart Missiles

More sophisticated smart missiles can adjust their course in-flight, even turning around and re-acquire targets they have missed. The missile to-hit roll for smart missiles is always 8+ and, if they miss, they may continue making attacks until they are destroyed with point defense, jammed with ECM, run out of fuel or "persuaded" to go somewhere else.

Mines

The use of mines is prohibited by various long-standing agreements by many nations and independent planetary systems, agreements that pre-date any settlement in Clement Sector but that does not stop less scrupulous planetary governments or organizations from using them.

If the player's ship does encounter a minefield, then the following rules apply:

First, the Referee determines minefield density and type of mines in the field.

A minefield's density ranges from 1x through to 3x with the density being the multiplier as applied to a 1D6 roll that determines the number of mines actively targeting the ship.

Roll 1D6 to determine the number of turns that the ship is in contact with the minefield.

For example, the players' ship encounters a minefield with a density of 2x, so a roll of 4 on 1D6 = 4 x (2x) = 8 mines target the ship per turn for (roll 1D6 = 3) three turns until the ship manages to escape the field.

Employing sophisticated stealth technologies, mines are designed to be very hard to detect. Detecting a dormant mine or a minefield is a Very Difficult (-4DM) task with appropriate additional modifiers applied depending on the sensors being used. However, once a mine goes active (always within close or adjacent ranges) and begins to actively seek a target then the normal combat sequence rules are to be used. Defending the ship against a detected mine remains a Difficult task (-2DM) with this modifier applied to all Dodge Incoming Fire rolls and initiative rolls. Further, a single step reduction on the Reaction Table must be applied.

Bomb pumped laser mines will detonate at close range and can only be defended against by sand.

For further information on the types of mines and their characteristics that are available in Clement Sector refer to *The Anderson and Felix Guide to Naval Architecture.*

Planetary Maneuvers

Within close range of a planet, certain planetary maneuvers become possible.

Orbital Insertion: The pilot may attempt to insert the ship into orbit around a planet. In an orbital insertion fails, the ship fails to enter the proper orbit, and the orbit will steadily begin to decay drawing the ship towards the planet's atmosphere in an uncontrolled reentry (see Atmospheric Reentry below). This is a significant action requiring a Routine (+2) Pilot skill check.

Atmospheric Entry: The pilot may attempt to transition the ship out of orbit and into the atmosphere of a planet. This is a significant action with an Average (+0) Pilot skill check, with any applicable DMs from the Atmospheric Entry table. Exotic, Corrosive, or Insidious atmospheres should be treated as Standard unless specified otherwise.

Table: Atmospheric Entry

World Values	DM
World Size 9+	-2
World Size 4 or less	+2
World Atmosphere 1 or less	Auto Success
World Atmosphere 2-5, 14(E)	+2
World Atmosphere 8-9, 13(D)	-2

Special Weapon Rules

Several types of weapons have their own rules.

- **Meson Guns**: Meson guns ignore armor and always roll on the Internal Damage table. Furthermore, they also automatically inflict a radiation crew hit in addition to any other damage.
- **Fusion Guns**: Fusion guns inflict a radiation crew hit in addition to any other damage. The bonus radiation hit suffers a –DM equal to the ship's armor.
- **Particle Beams**: Particle beams inflict a radiation crew hit in addition to any other damage. The bonus radiation hit suffers a –DM equal to the ship's armor.
- **Nuclear Missiles**: Nuclear missile hits inflict a radiation crew hit in addition to their normal damage. The bonus radiation hit suffers a –DM equal to the ship's armor.
- **Sandcasters**: While the primary purpose of a sandcaster is to block incoming beam attacks and destroy/damage missiles, they can also be used as an attack. A sandcaster has a range of Close and inflicts 1 point of damage.

Damage Tables

While more detailed information concerning weapons can be found in *The Anderson and Felix Guide to Naval Architecture*, the damage tables are repeated here for your convenience.

Turret Weapons

Weapon	TL	Optimum Range	Damage	Cost (MCr.)
Pulse Laser	7	Short	1d6	0.5
Beam Laser	7	Medium	2d6	1
Particle Beam	8	Long	3d6 + crew hit	4
Mining Laser	7	Adjacent	2d6	0.5
Missile Rack	6	Special	Depends on Missile	0.75
Sandcaster	7	Special	Special	0.25

Missile Types

Missile Type	TL	Damage	Cost per 12 missiles (Cr.)
Basic	6	1d6	15,000
Decoy	9	2d6	35,000
Fragmentation	9	2d6	20,000
Long Range	10	2d6-2	35,000
Multi-Warhead	10	3d6	60,000
Nuclear	6	3d6 + crew hit	45,000
Ortillery	7	4d6	25,000
Shockwave	7	special	35,000
Smart (standard military)	8	3d6	30,000

Barbette Weapons

Weapon	TL	Optimum Range	Shots per Round	Damage	Cost (MCr)	Internal Ammo Loadout	Ammo	Ammo Cost per dT (Cr)
Mine Launcher	8	Special		By Mine	2	6	6/dT	Special
Particle Beam	8	Long	1	4d6	8	-	-	-
Plasma	11	Medium	1	4d6	5	-	-	-
Railgun	9	Short	1	By Projectile	4	By Projectile	20/dT	Special
Torpedo	9	Special	1	By Torpedo	3	2	2/5dT	Special

Railgun Projectile Types

Projectile Type	TL	Damage	Number of projectiles/dT	Cost/reload (Cr.)
Basic Kinetic Kill	9	3d6	16	5000
Canister	9	3d6	16	8,000
Penetrator	10	4d6	12	15,000

Mine Types

Mine Type	TL	Damage	Cost/reload (MCr)
Bomb-Pumped Laser	9	5d6	0.75
Nuclear	8	4d6	0.25
Standard	8	3d6	0.02

Torpedo Types

Torpedo Type	TL	Damage	Cost per Torpedo (MCr)
Basic	7	4d6	0.005
Nuclear	7	6d6	0.15
Bomb Pumped	9	7d6	0.18
Ortillery	8	8d6	0.12

Bay Weapons

50 Tonne				
Weapon	**TL**	**Range**	**Damage**	**Cost (MCr.)**
Missile	6	Special	Flight of 24 missiles	12
Particle Beam	8	Long	6d6 + crew hit	20
Torpedo	9	Special	Flight of 6 torpedoes	12
Fusion Gun	12	Medium	5d6	8
Meson Gun	11	Long	5d6 + crew hit	50
Rail Gun	9	Short	3d6 x 4	30
100 Tonne				
Missile	6	Special	Flight of 24 missiles	24
Particle Beam	8	Long	9d6 + crew hit	40
Torpedo	9	Special	Flight of 6 torpedoes	24
Fusion Gun	12	Medium	8d6	16
Meson Gun	11	Long	8d6 + crew hit	100
Rail Gun	9	Short	3d6 x 6	60

Meson Gun and Particle Beam Spinal Weapons

Particle					**Meson**				
Type	**TL**	**Tonnes**	**Damage**	**Cost (MCr)**	**Type**	**TL**	**Tonnes**	**Damage**	**Cost (MCr)**
A	8	5000	200	3500	A	11	5000	200	5000
B	12	3500	300	2100	B	11	8000	250	8000
C	10	5000	300	3500	C	12	10,000	350	10,000
E	12	4000	400	2800					

Increasing Tech Level will reduce spinal weapon size and cost significantly along with some improvement in performance.

Particle	TL+1	TL+2	TL+3	TL+4
Size and Cost	-10%	-20%	-30%	-40%
Damage	+5%	+10%	+15%	+20%
Meson	**TL+1**			
Size and Cost	-20%			
Damage	+10%			

Meson Gun Spinal Mount Penetration is graded on the amount of damage they inflict in accordance with the following table.

Damage	Penetration
200 - 259	I
260 - 309	II
310 - 359	III
360 - 400	IV

Railgun Spinal Weapons

Railgun

Type	TL	Tonnes	Damage	Cost (MCr.)
A	9	4000	130	3000
B	10	5000	250	3500
C	11	4500	300	4900

Increasing Tech Level will reduce spinal weapon size and cost significantly along with some improvement in performance.

Railgun	TL+1	TL+2	TL+3	TL+4
Size and Cost	-10%	-20%	-40%	-50%
Damage	+5%	+10%	+20%	+30%

Railgun Spinal Mount Penetration is graded on the amount of damage they inflict in accordance with the following table:

Damage	Penetration
100-199	I
200-299	II
300-399	III
400+	IV

Damage

Systems can take a variable number of hits before being destroyed, depending on the system in question. A ship can endure one point of Hull damage per fifty tons, rounding down. A ship that runs out of Hull Damage will rapidly be incapacitated. A ship can endure one point of Structure damage per fifty tons, rounding down to a minimum of one. A ship that runs out of Structure breaks up and is completely destroyed.

The effects of damage are determined by subtracting the ship's armor from the damage rolled by the weapon, then consulting the Space Combat Damage table to determine the number of hits inflicted. Then roll on the Space Combat Hit Location table for each hit. Small craft use the Small craft column. Vessels of 100 tons or larger use the External Hit (Vessel) column until a ship has suffered enough damage to wipe out its Hull, and then uses the Internal Hit (Vessel) column. A double hit applies two hits to the same location. A triple hit applies three hits to the same location.

Table: Space Combat Damage

Damage	Effect
0 or less	No damage
1–4	Single Hit
5–8	Two Single Hits
9–12	Double Hit
12–16	Three Single Hits
16–20	Two Single Hits, Double Hit
21–24	Two Double Hits
24–28	Triple Hit
29–32	Triple Hit, Single Hit
33–36	Triple Hit, Double Hit
37–40	Triple Hit, Double Hit, Single Hit
41–44	Two Triple Hits
For every extra three points	+1 Single Hit
For every extra six points	+1 Double Hit

Table: Space Combat Hit Location

2D6	External Hit (Vessel)	Internal Hit (Vessel)	Small Craft
2	Hull	Structure	Hull
3	Sensors	Power Plant	Power Plant
4	M-Drive	Z-Drive	Hold
5	Turret	Bay	Fuel
6	Hull	Structure	Hull
7	Armor	Crew	Armor
8	Hull	Structure	Hull
9	Fuel	Hold	Turret
10	M-Drive	Z-Drive	M-Drive
11	Sensors	Power Plant	Crew
12	Hull	Bridge	Bridge

Hull
Reduce the ship's Hull by one. If a ship's Hull is 0, then apply the hits to the location in the same row of the Internal Damage column.

Structure
Reduce the ship's Structure by one. If a ship's Structure is reduced to 0, the ship is destroyed.

Armor
Reduce the ship's armor by one. If the ship's armor is already 0, then this counts as a Hull hit.

Turret
A random turret is hit.

First Hit: The turret's tracking mechanism is damaged. It can still be used, but all attacks suffer a –2 DM.
Second Hit: The turret and all weapons in it are disabled.
Third Hit: The turret and all weapons in it are destroyed.
Subsequent Hits: Count as Hull hits.

Bay
A random bay is hit.

First Hit: The bay's targeting mechanism is damaged. It can still be used, but all attacks suffer a –2 DM.
Second Hit: The bay weapon is disabled.
Third Hit: The bay weapon is destroyed.
Subsequent Hits: Count as Structure hits.

Z-Drive
The Zimm Drive is hit.

First Hit: All attempts at making a transit into Zimmspace suffer a –2 DM to Engineering checks.
Second Hit: The Zimm Drive is disabled.
Third Hit: The Zimm Drive is destroyed.
Subsequent Hits: Count as Structure hits.

M-Drive
The maneuver drive is hit.

First Hit: Reduce the ship's thrust by one.
Second Hit: Reduce the ship's thrust by 50%.
Third Hit: The drive is disabled.

Subsequent Hits: Count as Hull hits.

Power Plant
The power plant is hit.

First Hit: Damaged.
Second Hit: The crew suffers a Crew Hit, rolling on the Radiation Damage column.
Third Hit: The Power Plant is destroyed, and the ship is disabled.
Subsequent Hits: Count as Structure Hits.

Sensors
The sensors are hit.

First Hit: –2 DM to all Comms checks to use sensors.
Second Hit: Sensors are disabled preventing the ship from making Comms checks for using sensors and on making attacks on targets beyond Adjacent range.
Third Hit: Sensors are destroyed.
Subsequent Hits: Count as Hull hits.

Bridge
The bridge is hit.

First Hit: The crew suffers a Crew Hit, rolling on the Normal Damage column.
Second Hit: The bridge is disabled. Until the bridge is repaired, the ship cannot take any Pilot or Sensor actions, it cannot attempt a transit into Zimmspace, and any attacks suffer a –2 DM.
Third Hit: The bridge is destroyed.
Subsequent Hits: Count as Structure Hits.

Fuel
The fuel is hit.

First Hit: Causes a minor fuel leak of 1D6 tons per hour.
Second Hit: Destroys 1D6x10% of stored fuel.
Third Hit: Destroys fuel tank.
Subsequent Hits: Count as Structure Hits.

Hold
The cargo hold is hit.

First Hit: Destroys 1D6x10% of stored cargo.
Second Hit: Destroys 1D6x10% of stored cargo.
Third Hit: Destroys cargo hold and everything in it.
Subsequent Hits: Count as Structure Hits.

Crew

Each hit on the crew indicates that radiation or flying debris has injured one or more crew. Roll 2D6 on the appropriate column on the Crew Damage table.

Table: Crew Damage

Roll	Normal Damage	Radiation Damage
4 or less	Lucky escape – no damage	Lucky escape – no radiation
5–8	One random crew member suffers 2D6 damage	One random crew member suffers 2D6x10 rads
9–10	One random crew member suffers 4D6 damage	One random crew member suffers 4D6x10 rads
11	All crew suffer 2D6 damage	All crew suffer 2D6x10 rads
12	All crew suffer 4D6 damage	All crew suffer 4D6x10 rads

Scaling Damage: Ship Weapons against Personal-Scale Targets

Ship weapons suffer a DM -4 to hit a specific target on the personal combat scale. The Scaling Damage table covers the damage inflicted on the personal combat scale when ship weapons strike personal-scale targets.

Table: Scaling Damage

Ship Weapon	Personal Combat Damage
Beam Laser	1D6x50
Fusion Gun (bay)	5D6x50
Meson Gun (bay)	5D6x50, plus 4D6x10 rads
Nuclear Missile	2D6x50, plus 4D6x10 rads
Particle Beam (bay)	6D6x50, plus 4D6x10 rads
Particle Beam (turret)	3D6x50, plus 4D6x10 rads
Pulse Laser	2D6x50
Sandcaster	8D6
Smart Missile	1D6x50
Standard Missile	1D6x50

Travel and Starship Operations

Zimm Drive

The Zimm Drive is the only method of faster-than-light travel and the primary method of traveling from star system to star system in the *Clement Sector* setting. The Zimm Drive is often used as the most convenient method to travel within a star system often taking only seconds to travel great distances within a star system. Traveling into Zimmspace requires a vessel to have a Zimm Drive and the correct amount of fuel for the Zimm Drive to create what is called a "Z-Bubble". This Z-Bubble surrounds the ship and, when activated near a Zimm Point, will allow the ship to transit to a corresponding Zimm Point in another location.

Zimmspace is another universe which sits parallel to our own. It had been known since the late 20th century that particles displayed a property called "quantum entanglement" and that some particles could show entanglement over huge distances. Johann Zimm's studies showed that this entanglement was possible using a field that which extended across a smaller distance within this extradimensional space to bridge longer distances in what he termed "normal space". Within this space, the laws of physics worked in a very different manner. Zimm theorized that, like the particles themselves, if one could reach this parallel universe, then one might travel huge distances in normal space while traveling a much shorter distance in this other universe.

After several years, Zimm was able to build a working prototype and the ship was used to travel to Sedna within a matter of minutes. Zimm developed a method of tracking these entanglement fields into what he now called "Zimmspace". Using the entanglement fields as "tracks", ships were now able to locate entanglement fields which they could follow into Zimmspace and lead them to another destination. This allowed a ship to cover great distances within the solar system in a very small amount of time using these entry and exit points which he termed "Zimm Points". Zimm divided these points into those which could be used to go to a location ("Outgoing Zimm Point" or OZP) and those at which a ship would emerge ("Incoming Zimm Points" or IZP) It was discovered that there were many of these within a star system which led to other places within a star system. For instance, within Earth's star system, there were 137 outgoing Zimm Points leading to 137 corresponding incoming Zimm Points within the system.

Zimm later discovered that entanglement, using Zimmspace, could allow faster travel to the stars as well. A Z-ship successfully made it to Proxima Centauri using this theory and interstellar travel for humans was made a reality. However, particles which are entangled to other particles in other star systems are generally limited to one per star system and, thus, much more difficult to find. Over time, it was determined that almost all systems have one outgoing connection to all other systems within 2.4 parsecs with a corresponding incoming connection. This led to the creation of Zimm Drive maps which utilized a hex pattern to show which star systems were connected to one another through the use of the hexes. When looking at one of these maps, if a system is within two of these hexes of the system in which you find yourself, there will be a corresponding Zimm Point to take you there.

Later advances allowed for the Zimm Points to be utilized by ships within 500 kilometers of the particle and thus all Zimm Points have a radius of 500 km and are centered on the proper entangled particle. Zimm Points are marked by buoys as well as on astrogation computers to allow for ease of use in civilized systems.

Like insystem Zimm Points, interstellar Zimm Points allow for much faster travel from one star system to the other provided that one uses the proper OZP to get to that system. For instance, if you wish to travel from the Hub system to the Wilhelmveldt system, you must travel to the specific outgoing Zimm Point leading from Hub to Wilhelmveldt whereas if you wished to travel to Wellington, you must use the Zimm Point going to Wellington. Established Zimm Points are usually kept clear of local traffic. Once a ship has emerged from Zimmspace into normal space, the vessel is asked to clear the area as quickly as possible to avoid collisions.

Traveling within Zimmspace is automatic and requires only that the ship's engineer monitor and care for the Zimm Drive to maintain the Z-Bubble. Once you have activated the Zimm Drive, assuming there are no mishaps, you will arrive at your destination in a fixed amount of time. You cannot alter your course once you have entered Zimmspace through an OZP. For example, if you enter the OZP going to Wellington from the Hub system, you will be traveling to the IZP from Hub in the Wellington system assuming there has been no mishaps. You cannot decide to travel to another system once you have entered Zimmspace.

When ships arrive at a Zimm Point from another system, the ship should immediately clear the Zimm Point using the ship's maneuver drive. While collisions are unlikely, they can occur and it is wise to move a vessel away from the IZP as quickly as possible. Maneuver drives are necessary for this action because the Zimm Drive cannot be used immediately after arriving through an IZP. A starship must charge or recharge its Zimm drive for a period of no less than eight hours before being able to make a transit into Zimmspace. This time allows the Zimm Drive to form a stable bubble when energized and the drive will not function at all if not charged fully. Military grade Zimm Drives are much more robustly constructed with heavier capacitors and more efficient field emitters enabling recharge in five hours. This recharge time is necessary no matter how much time one spends in Zimmspace or how far one has traveled.

Once the Zimm Drive has been recharged, the vessel may once again utilize a Zimm Point to travel to another location. During the recharge time, most vessels will usually begin moving toward an insystem Zimm Point to quickly travel to their destination within the system. Many ship captains will move toward a Zimm Point leading to a gas giant to conduct refueling (see p.449) or simply move directly to the gas giant if it is close enough to the IZP. In most cases, particularly in systems without a gas giant, the usual destination within a system is the system's main port or some other port of call.

Locating a marked Interstellar Zimm Point: Astrogation, EDU, 1-6 minutes, Routine (+2)

Locating an unmarked Interstellar Zimm Point: Astrogation, EDU, 10-60 hours, Very Difficult (-4)

Any success will locate the point while any failure will not. There are no additional penalties or rewards for this task.

Insystem Zimm Drive Usage

From the beginning of the Zimm Drive's usage, the Zimm Drive has been used to travel quickly between points within a star system. Called "insystem transits" or "skip transits", these trips involve the use of an Outgoing Zimm Point (OZP) that leads to an Incoming Zimm Point (IZP) which is located in the same star system. This works the same way as Zimm Points that connect star systems and can be somewhat safer as, if the Zimm Drive fails, one is dropped back into normal space still within the confines of a star system where someone is likely to be able to render assistance.

Insystem Zimm Points are located throughout most star systems and can provide a quick and effective way to cover large distances within a star system. Travel time using insystem Zimm Points can be found on p.437. Insystem Zimm Points are most often located within 0.5 AU of a body and will never be closer to a body than 0.25 AU. Each planet in a system will normally have a corresponding Zimm Point pair leading to and from all other planets in the system. Like interstellar Zimm Points, once you enter one a certain outgoing point, you will be traveling to the corresponding incoming point assuming no mishap occurs. However, there will also be Zimm Points scattered throughout the system which lead from one location to another without a corresponding planet. All of these will be well-mapped and a series of buoys placed around the points in civilized systems while unsettled systems may not have any Zimm Points marked at all.

For instance, if you enter the OZP going from Earth to Jupiter, you will come out at the corresponding IZP at Jupiter. You cannot change course nor will you be able to enter the OZP and come out at a different IZP.

Using a Zimm Drive for an insystem transit will require the same recharge time as using it for an interstellar transit. Standard Zimm Drives must recharge for eight hours while most military-built drives will recharge for only five hours.

Locating a marked Insystem Zimm Point: Astrogation, EDU, 1-6 minutes, Routine (+2)

Locating an unmarked Insystem Zimm Point: Astrogation, EDU, 1-6 minutes, Difficult (-2)

Any success will locate the point while any failure will not. There are no additional penalties or rewards for this task.

Mishaps

Unfortunately, travel with a Zimm Drive is not entirely safe. Transiting mishaps can occur which drop the ships from Zimmspace in a location between the OZP and IZP. Larger vessels can face the danger of their Z-Bubble collapsing. Debris can be pulled along with a ship into Zimmspace that then collides with the ship when the transit is over. In rare instances, collisions can occur.

For a vessel to enter or leave Zimmspace, a skill check is required of the engineer.

Moving A Ship into Zimmspace: Engineer, EDU, 1-6 minutes, Difficult

Spectacular Success: The ship enters Zimmspace from the OZP and arrives safely at the IZP at the end of the expected time period.

Success: The ship enters Zimmspace from the OZP and arrives safely at the IZP at the end of the expected time period.

Failure: The ship fails to enter Zimmspace.

Spectacular Failure: The ship enters Zimmspace and then the Z-Bubble collapses.

In addition to this skill check, larger vessels have an additional chance of Z-Bubble failure. Indeed, a ship of 5000 tonnes or larger cannot even form a Z-Bubble. Any vessel larger than 2000 tons is required to make a percentage roll (d100) based on the size of the ship to determine if the vessel made the transit. This roll is to be made by the player playing the ship's chief engineer and should be made just after the roll to enter Zimmspace. If the chief engineer of the vessel is an NPC, the Referee should make the roll. In either case, the roll should be according to the following chart:

Hull Size	% Chance of Z-bubble Collapse
2000-2500	2%
2501-3000	5%
3001-3500	10%
3501-4000	15%
4001-4500	20%
4501-4999	25%

If the bubble collapses, the vessel will immediately precipitate out of Zimmspace leaving the ship in a location between the OZP and the IZP. It is entirely the decision of the Referee as to where to have the ship fall out of Zimmspace. However, it should be stressed that dropping the ship out of Zimmspace within a star system will mean that the ship will need to recharge for eight hours and then move to a Zimm Point which will take them closer to the Outgoing Zimm Point from which they started or to the Incoming Zimm Point they intended to arrive. Dropping the ship into open space (an "empty hex" on a map) will present a real problem for the crew as there are very few Zimm Points which lead from open space to a star system. Dropping a ship into open space is likely a death sentence for the crew.

The engineer of the vessel has an opportunity to prevent the bubble from collapsing. The following task may only be attempted once per incident. If the task fails, the vessel precipitates from Zimmspace.

Preventing a Zimm bubble from collapsing: Engineer (Zimm Drive), EDU, 1-6 minutes, Formidable (-6)

Spectacular Success: The ship's Z-Bubble does not collapse.
Success: The ship's Z-Bubble does not collapse.
Failure: The ship's Z-Bubble collapses.
Spectacular Failure: The ship's Z-Bubble collapses and there has been the equivalent of a second combat hit to the drive (see p.430).

Exiting Zimm Space at an Incoming Zimm Point will require that the Engineer of the vessel has properly maintained the drive and, by extension, the Z-Bubble. The ship will exit Zimmspace within the confines of the Incoming Zimm Point (IZP). How well this exit goes will be a result of how well the Engineer has maintained the bubble and the drive. This can be determined by executing the following task:

Exiting Zimmspace: Engineer (Zimm Drive), EDU, 1-6 minutes, Difficult (-2)

Spectacular Success: The ship exits Zimmspace properly.
Success: The ship exits Zimmspace properly.
Failure: The ship exits Zimmspace but does one hit to the Zimm Drive (see p.430)
Spectacular Failure: The ship exits Zimmspace improperly and the Zimm Drive has taken two hits and is non-functional until repairs can be made.

Z-Drive Travel

Travel from an Outgoing Zimm Point (OZP) to an Incoming Zimm Point (IZP) 1 light year away will take 26 hours. It will take 84 hours (3.5 standard days) to travel one parsec and 168 hours (7 standard days) to cover two parsecs.

The following chart will give travel times for several distances for a quick reference:

Distance Covered	Time Spent in Zimmspace
1 AU	1.44 seconds
10 AU (often the distance to a nearby gas giant to refuel)	14.40 seconds
77 AU (often the distance to the outer reaches of the system)	1.85 minutes
1 light year	26 hours (1.08 standard days)
1 parsec (or 1 hex on a starmap)	84 hours or 3.5 standard days
2 parsecs (or 2 hexes on a starmap)	168 hours or 7 standard days

The amount of fuel expended by a starship's Zimm Drive to create the Z-bubble is also relative to the amount of distance the ship wishes to travel. This is also relative to the size of the Z-bubble which is being created. This can be calculated as 0.1 X the tonnage of the ship per parsec. For instance, a ship which is 400 tons will require 40 tons of fuel to create the Zimm Bubble which will allow the ship to travel one parsec. If the ship is traveling two parsecs, the multiplier becomes 0.2. So, using the same ship for an example, two parsecs of travel will require this same vessel to expend 80 tons of fuel (or 0.2 X 400).

Distance Covered	Fuel Multiplier
1 AU	0.000000047
10 AU (often the distance to a nearby gas giant to refuel)	0.00000047
77 AU (often the distance to the outer reaches of the system)	0.000003619
1 light year	0.03
1 parsec (or 1 hex on a starmap)	0.1
2 parsecs (or 2 hexes on a starmap)	0.2

Maneuver Drive

All ships will be equipped with a maneuver drive of some sort. The vast majority of ships in Clement Sector will use a gravitic drive which manipulates the force of gravity. The gravitic drive is the standard for spacecraft throughout human colonized space. First theorized in 2174, the first practical application of the theory was developed by the Chinese in 2231. The gravitic drive combines efficiency with moderately high thrust, requiring only the power generated by a power plant to function.

All ship operations, including interstellar flights, involve some sublight maneuvering. Ships making these insystem trips usually accelerate halfway there, then reverse thrust and decelerate the rest of the way. The Common Travel Times by Acceleration table offers rounded values for common travel times.

For Referees desiring more accuracy in their numbers, use the formula:

$$\mathbf{T=2}\sqrt{\frac{D}{A}}$$

where **T** is time in seconds, **D** is distance in meters, and **A** is acceleration in m/sec^2

While most ship captains will simply use their Zimm Drive to cover longer distances, it is important to note that some ships within the Clement Sector setting may not have Zimm Drives. It is also possible that a ship's Zimm Drive may be damaged or that the ship's captain simply wants to take the long way home.

Travel time (in standard days) for Maneuver Drives by Acceleration

Distance (AU)	1-G	2-G	3-G	4-G	5-G	6-G
1	2.83d	2d	1.63d	1.42d	1.27d	1.16d
2	4d	2.83d	2.31d	2d	1.79d	1.63d
3	4.9d	3.47d	2.83d	2.45d	2.19d	2d
4	5.66d	4d	3.27d	2.83d	2.53d	2.31d
5	6.33d	4.48d	3.66d	3.17d	2.83d	2.58d
6	6.94d	4.90d	4d	3.47d	3.1d	2.83d
7	7.49d	5.3d	4.32d	3.75d	3.35d	3.06d
8	8.01d	5.66d	4.62d	4d	3.58d	3.27d
9	8.49d	6.01d	4.9d	4.25d	3.8d	3.47d
10	8.95d	6.33d	5.17d	4.48d	4d	3.66d
11	9.39d	6.64d	5.42d	4.7d	4.2d	3.83d
12	9.81d	6.94d	5.66d	4.9d	4.39d	4d
13	10.21d	7.22d	5.89d	5.1d	4.57d	4.17d
14	10.59d	7.49d	6.12d	5.3d	4.74d	4.32d
15	10.97d	7.75d	6.33d	5.48d	4.9d	4.48d
16	11.33d	8.01d	6.54d	5.66d	5.06d	4.62d
17	11.67d	8.25d	6.74d	5.84d	5.22d	4.77d
18	12.01d	8.49d	6.94d	6.01d	5.37d	4.9d
19	12.34d	8.73d	7.13d	6.17d	5.52d	5.04d
20	12.66d	8.95d	7.31d	6.33d	5.66d	5.17d
25	14.16d	10.01d	8.17d	7.08d	6.33d	5.78d
30	15.51d	10.97d	8.95d	7.75d	6.94d	6.33d
35	16.75d	11.84d	9.67d	8.37d	7.49d	6.84d
40	17.91d	12.66d	10.34d	8.95d	8.01d	7.31d
45	18.99d	13.43d	10.97d	9.5d	8.49d	7.75d
50	20.02d	14.16d	11.56d	10.01d	8.95d	8.17d
60	21.93d	15.51d	12.66d	10.97d	9.81d	8.95d
70	23.69d	16.75d	13.68d	11.84d	10.59d	9.67d
80	25.32d	17.91d	14.62d	12.66d	11.33d	10.34d
90	26.86d	18.99d	15.51d	13.43d	12.01d	10.97d
100	28.31d	20.02d	16.35d	14.16d	12.66d	11.56d
125	31.65d	22.38d	18.28d	15.83d	14.16d	12.92d
150	34.68d	24.52d	20.02d	17.34d	15.51d	14.16d
175	37.45d	26.48d	21.62d	18.73d	16.75d	15.29d
200	40.04d	28.31d	23.12d	20.02d	17.91d	16.35d
250	44.77d	31.65d	25.85d	22.38d	20.02d	18.28d
300	49.04d	34.68d	28.31d	24.52d	21.93d	20.02d
350	52.97d	37.45d	30.58d	26.48d	23.69d	21.62d
500	63.31d	44.77d	36.55d	31.65d	28.31d	25.85d
1000	89.53d	63.31d	51.69d	44.77d	40.04d	36.55d

Highport Operations

Many settled worlds will have an orbital port in place around the main world in the system and some worlds may even have more than one around the main world or orbital ports placed around more than one world within a system. These ports are commonly known as "highports" and occasionally called "upports".

Many worlds will require that starships seeking to visit the main world stop first at the highport before continuing on to the planet itself. In some cases, the visiting starship will be asked to dock to or park in the main highport and take public transportation to the planet. In other cases, the starship crew will be asked to dock at the main highport and establish their credentials before proceeding to the downport. On other worlds, simply transmitting the flight plan to visit the planet is sufficient. As with all things in Clement Sector, this will vary from system to system. The various *Subsector Sourcebooks* detail the various planetary governments and will include information on what is expected of visitors to their world and the system.

Some highports will ask a visiting starship to simply dock alongside the port which will require the ship to come alongside the port, match its rotation if there is one, and then use its docking collar to connect to the port. Other highports will have "docking bays" which allow a ship to enter through an automatic door into a large interior area of the port where the ship will then dock. Still other highports will have "landing bays" which allow a ship to simply enter a bay which opens to space, allows the ship to land in a private area which is then pressurized when the ship has landed. Ports will vary and the *Subsector Sourcebooks* will be your guide as to what is available at each port.

Docking with or parking in a highport: Pilot, DEX, 1-6 minutes, Routine

Spectacular Success: You have successfully placed the ship in the desired location.
Success: You have successfully placed the ship in the desired location.
Failure: You have placed the ship in the desired location, but there has been a minor problem which will require attention by the crew (such as a damaged docking collar, a damage landing strut, etc.).
Spectacular Failure: You have placed the ship incorrectly. This has caused damage to the ship equal to 3d6 combat damage. See p.429.

Planetside Operations

Some worlds in Clement Sector do not have orbital starports. This situation will require the vessel to enter the planet's atmosphere (assuming it has one) and for the ship to land on the planet. If the planet has an atmosphere rated at 2 or higher, the ship will be required to have a streamlined hull to land.

If a ship does not have a streamlined hull, most worlds will require that the ship remain in orbit for safety reasons. This means that anyone who wants to go to the surface will need to have other means of transportation (such as a shuttle onboard the ship or engage a shuttle service). For the vessel to refuel, the crew will need to rely upon fuel shuttles to bring fuel up from the surface. This is often a costly procedure.

Landing at a Downport: Pilot, DEX, 1-6 minutes, Routine

Spectacular Success: The ship has landed successfully.
Success: The ship has landed successfully.
Failure: The ship has landed poorly. Take 1d6 damage (see p.429)
Spectacular Failure: The ship has had a major malfunction as it landed. Take 3d6 damage (see p.429)

Most worlds have laws stating that vessels must land at the downport and not just some random location on the planet. However, if characters wish to land their vessel at a location other than the downport, the Referee should take the location into account. Difficulties should be raised according to uneven ground, obstacles (trees, rock formations, etc.), or even a moving landing zone.

Getting back to orbit is also a routine task for a streamlined vessel.

Vessel Registration and Inspections

Vessels are usually registered with the system in which they originate or where the vessel was purchased. If the owners of the vessel still owe money to a bank, the ship will usually be registered on the bank's homeworld. Ships registered as merchant vessels will be assigned the prefix "MV" while vessels which primarily carry passengers will be given the prefix "PV". However, as with all things in Clement Sector, outside of the Hub Federation, there is no controlling legal authority which oversees this process. Some vessels which have never been registered will carry the "MV" designation while others who have the designation may choose not to use it. Other ships such as ore carriers will normally have no such prefix registered or not.

Each ship is fitted with a transponder which identifies the ship and the world with which it is registered. When ships enter a system in which they are not registered, they will likely be required to register within that system as well. The procedure here varies from system to system. Some systems may only require first-time visitors to register with the government when they land at the main world. Other systems may have a system defense boat or customs cutter intercept the incoming ship and require an inspection. This process is often referred to as being "identified and cleared". In most systems, this will place the ship on an "identified as friendly" list and the procedure will not need to be repeated on future visits. In other systems, ships may be "re-identified" each time they enter the system.

If the ship's captain is a member of the Captain's Guild (see p,628), then the ship will be entered into a list which the Guild shares with the governments in which the Guild has an office. This will often spare the ship's crew the process of being identified and cleared by the system government.

Some systems are more dedicated to inspections than others. While some systems will subject every vessel coming out of Zimmspace into their system to a customs inspection, other systems may rarely conduct such inspections. Still other systems may have their system defense boats respond only to emergencies and attacks. Rules concerning inspections will usually be known to most ship captains and information concerning each system is usually uploaded to the ship's library system and, for players, will be available in the *Subsector Sourcebooks*. Updates to the system rules can usually be purchased at starports and members of the Captain's Guild will have their library data updated for free upon request.

Visas

Some worlds welcome visitors with open arms while others will restrict all visitors to the port facilities and not allow them to interact with the populace at large. Between these two views is the concept of the travel visa, often simply referred to as “a visa”. In Clement Sector, a visa is permission from the planetary government for the holder of the visa to be able to visit the planet in question.

Most worlds, but not all, will allow visitors to the planet to freely visit the highport or certain downport facilities without the need for a visa. Most worlds will require a visa for a visitor to visit locations outside the port facilities. As with all things in Clement Sector, laws and regulations concerning where visas are necessary vary from world to world and the *Subsector Sourcebooks* will be your guide to each of those specific instances. However, a chart has been included on p.443-445 which will give you a basic overview of which worlds require a visa and which do not.

Visas can generally be obtained through an embassy or consulate of that government located on nearby worlds. This can sometimes be a lengthy process as it usually requires a request to be sent to the world government in question and a background check of any available information as to the visitor’s criminal record on the world where they are requesting the visa as well as the world they intend to visit. Worlds that allow visitors free access to port facilities will often have visa offices present in the port to facilitate this process.

Most visas are valid for 30 standard days, but this also varies from world to world. Some worlds may ask the visa holder to submit to being tracked while other worlds may not feel the need to know where the visitor goes. Other worlds may simply track the visitor without asking for the visitor’s permission.

Cascadia Subsector

World	Visa Required to Visit World	Visa Required to Visit Port
Megara	Yes	Yes
Nyahururu	No	No
Fairfax	Yes	No
Monroe	Yes	No
Catalunya	No	No
Roskilde	Yes	No
Hendershot	Yes	No
Slaren	Yes	No
Gagnon	Yes	Yes for downport; No for orbital
Chance	No	No
Campbell	Yes	Yes for downport; No for orbital
Kyiv	Yes	No
Dimme	Yes	No
Joseon	Yes	No
Antryl	Yes	No
Cascadia	No	No
Tlix	Yes	No
Marlowe	Yes	No
Talca	Yes	Yes for downport; No for orbital
Yangon	Yes	Yes

Hub Subsector

World	Visa Required to Visit World	Visa Required to Visit Port
Totaro	No	No
Kingston	Yes	Yes for downport; No for orbital
Viteges	No	No
Sheba	No	No
Reuschle	No	No
Hottinger	Yes	Yes for downport; No for orbital
Wilhelmveldt	Yes	No
Donar	Yes	Yes for downport; No for orbital
Hub	Yes	Yes for downport; No for orbital
Wellington	No	No
Sophronius	Yes	Yes for downport; No for orbital
Sigewif	No	No
Erlik	Yes	No
Tulrakh	Yes	No
Ararat	No	No
Nasnas	Yes	No
Maximon	Yes	No
Kohlisch	No	No
Hotei	Yes	No

Franklin Subsector

World	Visa Required to Visit World	Visa Required to Visit Port
Chennai	No	No
Hiallt	Yes	No
Tal'Kalares	No	No
Vasynov	No	No
Serapis	Yes	No
Atargatis	Yes	Yes
Etxarte	No	No
Era	Yes	No; Downport use prohibited
Moffett	Yes	Yes for downport; No for orbital
Karnataka	No	No
Minerva	No	No
Sigyn	Yes	Yes for downport; No for orbital
Franklin	Yes	No
Cybele	Yes, except city of Iasios	No
Dagda	No	No
Mictlan	No	No
Nyx	No	No
Avicenna	Yes	No
Nolan	No	No
Bastiat	No	No
Forseti	Yes	No

Dade Subsector

World	Visa Required to Visit World	Visa Required to Visit Port
Dashwood	No	No
Arnemuiden	No	No
Osiris	No	No
Dade	No	No
Sarawak	No	No

Superior Subsector

World	Visa Required to Visit World	Visa Required to Visit Port
Brunson	No	No
Superior	No	Yes
Tupolev	No	No

Sequoyah Subsector

World	Visa Required to Visit World	Visa Required to Visit Port
Bowemiwak	No	No
Chriseda	No	No
Tukaroi	Yes	No
Fiume	Yes	No
Boone	Yes	No
Amadioha	No	No
Gansagi	No	No
Selu	No	No
Dukagjin	No	No
Torarentsacorsus	Yes	No
Galawdewos	No	No
Sequoyah	Yes	No
Fimbulvetr	No	No
Thorpe	Yes	Yes for downport; No for orbital
Catoosa	Yes	Yes for downport; No for orbital
Tamaqua	No	No
Penn	No	No
Kosi	Yes	No
Harrison	No	No

Peel Subsector

World	Visa Required to Visit World	Visa Required to Visit Port
Laylah	No	No
New Perth	No	No
Peel	Yes	No
Neachdain	Yes	No
Alverca	Yes	No
Rocroi	No	No
Ariel	No	No

Dawn Subsector

World	Visa Required to Visit World	Visa Required to Visit Port
Dawn	No	No
Argos Prime	No	No
Tranquility	No	No
Bicocca	No	No

Standard Time

Each system government has its own way of keeping the local time which is usually derived from the rotation period and orbital period of the main world in the system. This can cause confusion for spacers who travel from one system to the next. To solve this, the accepted practice since the colonization of Clement Sector has been for starships, spaceships, and highports to use a system referred to as Standard Time. Standard Time is based on Greenwich Mean Time on Earth. Most ports will feature several prominent clocks in high traffic areas within the station that have both the local time and that of Standard Time.

Standard Time also includes the Standard Calendar. The date and year of the Standard Calendar are based on the Gregorian calendar. To prevent confusion, most ports will have the Standard Calendar and Local Calendar prominently displayed. In addition, most handcomps, mindcomps, and other communications will feature methods of conversion from one clock or calendar to another.

Most dates, even dates from periods before space travel, will come with a notation giving the type of calendar or clock being used. For instance, one may encounter a date such as March 18, 2000 (standard) which indicates the use of the standard calendar or one may encounter something like October 53, 122 (Monrovian) which indicates the use of the calendar of Monroe in the Cascadia Subsector. Most spacers will use the Standard Calendar and will only use a local calendar if absolutely necessary. The Captain's Guild, while happy to provide conversions for those members in need of it, will only use the Standard Calendar in their documents. In addition, many worlds which only have orbital facilities or underground facilities will use the standard calendar in everyday practice while only a few who need to know the local calendar will even be familiar with it.

Currency

Due to the balkanized nature of the Clement Sector, there is no standard currency. For ease and playability, amounts are given using the Hub Federation "credit". Many worlds such as Chance (Cascadia 0405) accept currency from many worlds without problem while others such as Hottinger (Hub 0401) will force visitors to exchange other worlds' currency for local currency.

Most often, due to the ease of use, those traveling from system to system will carry the Hub Federation Credit. Most worlds in the Clement Sector accept the credit or will easily exchange the credit for local currency. Lesser used currencies or less valuable currencies can run into problems at some starports.

In general, unless stated otherwise in a world's description in a *Subsector Sourcebook*, the currency exchange rate should be performed according to the chart below. Simply multiply the amount in HF credits by the amount given in the second column to determine the amount of local currency given for one credit.

Starport Type	Exchange Rate Vs. The Hub Federation Credit
A	1
B	2.25
C	10.5
D	30
E	100

Referees may choose to use their own exchange rates for individual worlds where they feel the economy may be stronger or weaker than what is given in the table. The table is provided for ease of play and should not be regarded as immutable law concerning the economies of all worlds within the sector.

Most worlds will also charge a fee to exchange one currency for another. Usually this is between 0.5-2.5% of the value exchanged. As a rule of thumb, worlds which are in regions (see p.52) charge lower rates than worlds which are bridges. A notable exception to this is Chance (Cascadia 0405) which charges an even lower rate of 0.25%. Members of The Captain's Guild can go to the Guildhouse and exchange their money without charge.

Because communications between systems only moves as fast as a person can travel, depending on money which is kept in computer memory up to a week's travel away can be a problem. For this reason, the Hub Federation Credit exists in both physical form and in the worldnet of the individual planets. Other currencies such as the Cascadian Dollar are also available in physical form.

The Hub Federation currency is in coin form for .01, .05, .25, .50, and 1 credit. Paper currency is in use for 2, 5, 10, 20, 50, 100, 500, and 1000 credits. Each of these has artwork portraying an important person in Hub Federation history as well as anti-counterfeiting devices placed in them. Competing currencies are similarly presented.

Due to the nature of the Clement Sector economy, the prices of items purchased on certain worlds may be different than what is listed. Referees who wish to reflect this in their game can use the following formula to determine the price of an item on a certain world. Note that this does not apply to fuel or fuel cells (see p. 448).

Prices listed in this book as well as other Clement Sector products should be considered to be those on a world with an A-class port and a law level of 4-7. In addition, the prices should be considered to be given in Hub Federation credits.

As with currency, these rules can be ignored by Referees who do not wish to add this level of complexity to the game. Referees using these rules should consider the culture, government type, and other factors on a world-to-world basis.

$$X = P \times S \times L$$

X= The adjusted price of the item
P= The original price of the item
S= Starport Adjustment
L= Law Level Adjustment

Starport Type	Starport Adjustment (S)
A	1
B	1.25
C	1.5
D	1.75
E	2

Law Level	Law Level Adjustment (L)
0	1.5
1-3	1.25
4-7	1
8-A	1.5
A+	2

Fuel

The drives and power plants used by most spaceships and starships use hydrogen gas as fuel. Power plants use hydrogen fuel cells while the Zimm Drive simply uses fuel stored in large tanks onboard the ship. Replacing this fuel can often be one of the largest expenses faced by a ship's captain.

Power plants use hydrogen fuel cells which can power the ship for up to one year. These cells must be replaced each year at a starport of class A, B, or C. While it is possible that some D-class ports may have the proper tools and equipment, this is most often not the case.

Replacement fuel cells will vary in cost according to several local factors. The price of fuel cell can be determined by the following formula:

$$P = 12{,}000 \times W \times S \times B$$

P = Price of fuel cell in credits/tonne

W = 1 (if the mainworld has a hydrographic code of 2+) or 2 (if the mainworld has a hydrographic code of less than 2)

S = Starport Type.

Class of Port	Value of S
A	0.5
B	0.75
C	1

B = 1 (if the system is not a "bridge world) or 2 (if the system is a "bridge world")

Replenished fuel cells can also be purchased in these same locations. However, such cells have a higher rate of failure and can damage the power plant if such a failure occurs. Replenished fuel cells carry a base cost of 10,500 Hub Federation credits.

Fuel to power the Zimm drive can be obtained in several ways and is most often purchased at a system's starport or refueling station. This fuel is usually refined and can be used by the engineering crew of the ship immediately to power the vessel. Refined fuel can be obtained in Clement Sector at any port rated A,B,or C-class. D and E-class ports will have unrefined fuel available.

Fuel is priced differently in each system. The difference in price is most often due to how difficult it is for the system to obtain large amounts of hydrogen gas. To determine the cost of fuel within a system, the following formulas should be used:

$$P = (500/G) \times W \times S \times B$$

P = Price of fuel in credits/tonne

G = 1 (if a gas giant is present in system) or 2 (if a gas giant is not present)

W = 1 (if the mainworld has a hydrographic code of 2+) or 2 (if the mainworld has a hydrographic code of less than 2)

S = Starport Type.

Class of Port	Value of S
A	0.5
B	0.75
C	1
D	1.5
E	2

B = 1 (if the system is not a "bridge world) or 3 (if the system is a "bridge world")

In systems where there are no such facilities, vessels can often obtain enough hydrogen by skimming the atmosphere of a gas giant or by taking in water or ice. This is often referred to as "frontier refueling". The legality of such actions is determined by the system government. Most governments not only do little to discourage the practice but also lack the ability to prevent it. In systems with large navies or system defense forces, the local government may use those forces to attempt to prevent such refueling or charge a fee to the ship which does so. In this way, they encourage the ship to come to the port and spend money which will benefit their economy.

Obtaining fuel by skimming a gas giant's atmosphere requires the vessel to be streamlined and to be equipped with scoops. If the vessel meets these criteria, the pilot of the ship must attempt the following task:

Piloting into a gas giant's atmosphere to obtain fuel: Pilot, DEX, 1-6 hours, Difficult

Spectacular Success: You have been able to enter the atmosphere and exit with no problems.
Success: You have been able to enter the atmosphere and exit with no problems.
Failure: You have experienced a minor problem in entering the atmosphere. Take 1d6 damage to the ship (see p.429)

Spectacular Failure: You have experienced a major problem in entering the atmosphere. Take 3d6 damage (see p.429)

It is also possible to take on water using hoses to pump the water into the ship and then refine the fuel. The vessel can either land near a source of water or land on the water itself. While some worlds have no problem with vessels doing this, other worlds will seek to stop crews from attempting to land on the water. While some see it as polluting the planet's oceans, others see it as a security risk. It is wise for captains to check local laws before attempting such an action. Trying a water landing will require the pilot to attempt the following task:

Performing a water landing: Pilot, DEX, 1-6 minutes, Difficult

Spectacular Success: The ship has landed successfully.
Success: The ship has landed successfully.
Failure: The ship has landed poorly. Take 1d6 damage (see p.429)
Spectacular Failure: The ship has had a major malfunction as it landed. Take 3d6 damage (see p.429)

Fuel obtained by frontier refueling is unrefined and not usable by the ship's power plant until it has been refined. Refining the fuel to make it usable requires the ship to have a refinery onboard and for the engineer to make the following task:

Refining unrefined fuel: Engineer, EDU, 1-6 hours, Average

Spectacular Success: You have successfully refined the fuel for use. Cut the refining time in half.
Success: You have successfully refined the fuel.
Failure: You have successfully refined the fuel. However, complications slowed the process. Double the refining time.
Spectacular Failure: An accident has occurred. Roll a d6. On a roll of 1-3, the Zimm Drive is out of commission and will need repair as if it took two hits in combat (see p.430). On a roll of 4-6, it is merely damaged as if it took one hit in combat (see p.430).

Communications

For interstellar communication, the fastest method is to place the message onboard a ship and allow it to travel by Zimm Drive. In general, this means that a message can travel as fast as two parsecs in one week or one parsec in 3.5 days. In game terms, this means that a message can travel up to two hexes in one week.

There is no established method of communications between systems. Most governments, organizations, and corporations have couriers in their employ which take messages back and forth. Those without their own personal couriers can hire a ship to carry their message from one place to another. This is usually handled by independent vessels that will load the messages into their ship's computer and haul them along with other freight and cargo to be taken to another system.

Insystem communication is often performed by using lasers. This has a lag in communication time of approximately 8 minutes/AU traveled by the laser. So sending a message to someone 1 AU away from you will take approximately eight minutes. Assuming they immediately responded, it would take approximately 16-17 minutes to get a response.

This can create quite a lag and makes conversations quite slow. For this reason, most messages sent back and forth from ship to port are often done in the form of text and information dumps.

When a vessel arrives at the Zimm Point, it is often expected that they will instantly contact the main port. In the case of a highport, this will be a direct communication with the port. In the case of a downport, this will most likely require communication links with a satellite in orbit around the main world. The ship will be expected to tell the port their destination within the system.

In any case, the port will most likely send information to the ship. This information will include docking instructions and local news. Many times this will also include personal messages which may have been left for the ship by others who expected the ship to pass through this system.

For important insystem messages, ships with Zimm Drives may be used to carry the message. While this is not always needed, a vessel equipped with a Z-Drive can travel across a system in far less time than laser communications can achieve.

Worldnet

Planetside communications are usually handled by the planet's worldnet. This is usually performed by voice or text using a handcomp or mindcomp. The availability of a worldnet on a planet can be determined by consulting the starport type. Keep in mind that even with advanced systems, there will continue to be a lag in service of approximately 8 minutes/AU from the mainworld. Some systems will establish worldnets nearer to other important worlds within the system to make up for this problem.

Starport Type	Worldnet
A	Available throughout the system
B	Available only at mainworld and worlds in adjacent orbits
C	Available only at mainworld and its satellites
D	Covers only mainworld
E	Covers only locations near major cities
X	Unavailable

General Trade

Trade between the worlds is vital to the existence of the Clement Sector. While there are many worlds which are self-sufficient, there are many which survive only through trade. Raw materials to be used in production of goods can be traded from worlds with a lack of food growing areas. More agriculturally based worlds may have a need for the goods created with those raw materials.

For this reason, there is a constant flow of goods from world to world. From the large corporations to the independent trader, many people's livelihoods come from the exchange of goods from system to system. Unfortunately for the independent trader, much of the system's cargo and passengers are often carried by large shipping firms. Some of these shipping firms can handle the shipping for hundreds of companies and many different systems and their governments. In addition, many of the large corporations such as Foreign Nobility Computers and Egata Mining also operate a shipping fleet of their own which handles the movement of their merchandise.

This often leaves smaller companies with cargoes which are more unusual than those carried by the large corporations. Sometimes this means carrying novelty items, dangerous items or even items which might be illegal on some worlds. While these sorts of cargo can occasionally be lucrative, it is often difficult for an independent trader to be profitable without accepting "odd jobs" or "side jobs". These sorts of jobs can include everything from illegal acts to helping a person in need.

For those willing to take larger risks, some captains will choose to purchase items in one system that they feel will be in demand on another system. Of course, in many cases, the larger corporations will already be handling important items such as water being transported to a vacuum world. So, these sorts of purchasing can often lead to disaster. However, if a ship captain can anticipate an oncoming trend, this too can be quite lucrative.

Most starports will have a trade department where ship captains may meet to find cargoes and "odd jobs". Some worlds will have a simple kiosk while others may have a massive complex devoted to moving these sorts of cargoes. Still others may only use the worldnet to distribute this sort of information. As with all things in Clement Sector, each world has its own way of doing things.

If one is a member of The Captain's Guild, visiting the local Guildhouse can also be a source of information and potential deals. The Guildhouse Purser often acts as an agent for those unwilling to seek out an independent trader on their own. Most Guildhouse Pursers will be actively searching for potential clients for their members' services.

Mail

Another profitable venture for ship captains is the carrying of information. While most message delivery is also handled by large shipping concerns and most governments maintain their own couriers, there will be times when special information will require special handling. Ship captains with a known reputation for discretion may find that carrying a few holocubes, a few computer files, or some electronic messages and video for a special client will go a long way toward paying the bills.

In addition, some merchant ships may gain a mail delivery contract with a government or corporation to take mail back and forth from one star system to another. Usually, if a mail contract is gained by a ship, they will be asked to devote 5 tonnes of their cargo bay to the delivery of mail for the government of that planet and they must be moving between the planet that gave them the contract and the planet to which the mail is to be sent on a regular basis. Mail contracts generally pay 25,000 HFCr per trip with an agreement that the mail will never exceed five tonnes of material.

These contracts generally stipulate that the captain will be paid the flat fee in the contract whether there is no mail at all or a full load of mail. Most mail contracts are valid for one standard year. As with all things in Clement Sector, this may vary from world to world with some worlds demanding more or less space in the cargo bay or providing more or less in payment. However, all worlds will expect that the ship be on a regular route and make trips to and from the world on a regular basis.

It is still possible to carry mail without a mail contract. Messages or small packages may be sent from one world to another by corporations, governments, and individuals who simply want to send something to another planet. This can include physical mail such as letters and packages as well as electronic mail or files. The following table is provided as a general rule of thumb as to what the average shipper charges in Clement Sector.

Service	Average Pricing (HFCr)
Electronic Mail Delivery (Personal)	200/parsec
Electronic Mail Delivery (Corporate)	300/parsec
Electronic Mail Delivery (Government)	300/parsec
Small Package Delivery	5000/tonne per parsec
Letter	20/parsec
Holocube	30/parsec

Bulk Cargo

Some ships will carry bulk cargo from one world to another in order to gain funding. This bulk cargo will consist of items being sent from one world to another in bulk. This can consist of mass numbers of a certain item or mixed lots put together by a group of people with the intention of saving on shipping costs. These cargos may be anything from soda to cattle, bobblehead dolls to medication. However, if the cargo is being sent in a mixed lot, then the items will usually be things which could be shipped together within a single standard cargo container or a single shipping pallet.

Bulk cargos can be obtained at the shipping department or shipping kiosk at a starport. In order to determine if there is bulk cargo going to a world from this world, a character (usually the captain or a cargo specialist) will attempt the obtaining cargo task. If the captain is a member of the Captain's Guild, this becomes an Average (+0) task.

Obtaining cargo at a starport: Broker, EDU, 1-6 hours, Difficult (-2)

Spectacular Success: Obtain double the amount of the bulk cargo available at the port.
Success: Obtain the amount of bulk cargo available at the port.
Failure: Obtain half the available amount of bulk cargo.
Spectacular Failure: Obtain no bulk cargo at all.

This task can be repeated every three standard days to obtain more bulk cargo. However, if a third attempt is made, any cargo obtained in earlier attempts will be transferred to another carrier due to the shipments now being late. For instance, if a captain obtains 20 tonnes of cargo in the first attempt, waits for three standard days, and gains 15 tonnes of cargo, then the captain has obtained 35 tonnes of cargo. If the captain then waits a further three standard days and gains 10 tonnes of cargo, the initial 35 tonnes of cargo will be transferred to another ship and the captain now only has 10 tonnes of cargo. Note that delays seeking cargo will also apply to losing passengers (see p.455).

Available bulk cargo can be determined by using the following chart. Simply cross reference the starport rating of the port in which the attempt is made (on the left of the chart) with the destination port (across the top of the chart). The result will be the amount of bulk cargo going to that location from this port. Keep in mind that there will never be bulk cargo moving to or from an X-class port. Amounts are given in tonnes.

	A	B	C	D	E
A	10d6 x 10	8d6 x 10	6d6 x 10	4d6 x 10	2d6 x 10
B	8d6 x 10	6d6 x 10	4d6 x 10	2d6 x 10	1d6 x 10
C	6d6 x 10	4d6 x 10	2d6 x 10	1d6 x 10	5d6
D	4d6 x 10	2d6 x 10	1d6 x 10	5d6	3d6
E	2d6 x 10	1d6 x 10	5d6	3d6	1d6

Passengers

Many cargo and merchant ships will seek to supplement their income by taking passengers to other worlds. While this can be lucrative, it also includes several other costs which are not necessary when simply carrying cargo. Passengers will often expect certain levels of comfort in their journey, and this can also add to the costs. However, if a ship spends the extra money to have luxurious accommodations, this can provide an excellent source of additional income.

The Captain's Guild has set several categories for passenger travel. These include four categories: High Passage, Middle Passage, Low Passage, and Working Passage. Each of these categories implies a certain level of comfort and while there is no governing body to ensure that this is the case, reputations often travel along with information and a ship which promises High Passage and delivers Middle Passage will find that the number of passengers carried will decrease at the same speed as their reputation.

High Passage: The most luxurious method of travel is called high passage. This involves first-class accommodations and cuisine. High passengers will enjoy the services of a personal ship's steward, have entertainment provided for them, and will receive complete attention to their comfort for the duration of their journey. Most high passage tickets allow for the passenger to add up to two tonnes of cargo and baggage to the cargo bay for their journey. High passage averages a cost of 25,000 HFCr per parsec which will provide food and lodging for one person.

Middle Passage: Also referred to as "standard passage", middle passage is generally a smaller room than high passage with fewer amenities. While there will still be a ship's steward on staff, the steward's attention will be divided among the entirety of the passengers and may even have other duties aboard the ship. Most middle passages include the ability to bring up to one tonne of cargo and baggage along with them on the journey. Middle passage averages a cost of 10,000 HFCr per parsec which will provide food and lodging for one person.

Steerage: Rather than using low berths, the cheapest means of accommodation for passengers on space vessels is steerage. Commonly found on very low-cost transport vessels it is quite often a

converted cargo hold or a converted space towards the stern of a ship, steerage is very cramped providing little privacy.

Steerage accommodation can be either large open dormitory spaces like barracks, some space with some form of partition wall erected to form very small staterooms providing some privacy for the occupants (usually families) or a combination of both. Steerage averages a cost of 5000 HFCr per parsec which includes food and lodging space for one person.

Low Passage: Low passage will have the passenger placed in suspended animation (also called "cold sleep") for the duration of the journey. While this does cut down on the ship's overhead and the need for a steward to attend to the passenger's needs, it will require someone with medical knowledge to oversee the passengers through the trip. As one might imagine, this also includes some danger for the passenger as they run the risk of a malfunction or some form of medical malpractice which will leave them injured or even dead. Low passage averages a cost of 2,000 HFCr and comes with the ability to place luggage in a locker to be retrieved later. These lockers are often notoriously small and generally mean that low passengers will only be able to carry up 10 kilograms of baggage.

Working Passage: A starship captain with a crew shortage may hire an individual to fill the vacant position, paying not money but passage in return. Working passage will generally not continue for more than three transits, or the individual will be considered to have been hired for standard salary. To be hired for working passage, the individual must have some expertise in the position for which they are to be hired. Baggage totaling 1 tonne of cargo space is usually allowed for those on working passages.

Passengers can be obtained at the passenger terminal at a starport. In order to determine if there are passengers going to a world from this world, a character (usually the captain or a steward) will attempt the obtaining passengers task. If the captain is a member of the Captain's Guild, this becomes an Average (+0) task.

Obtaining passengers at a starport: Broker, EDU, 1-6 hours, Difficult (-2)

Spectacular Success: Obtain double the number of passengers available at the port.
Success: Obtain the number of passengers available at the port.
Failure: Obtain half the available number of passengers available at the port (rounding down).
Spectacular Failure: Obtain no passengers at all.

This task can be repeated every three standard days to obtain more passengers. However, if a third attempt is made, any passengers obtained in earlier attempts will transfer to another carrier due to delays. For instance, if a captain obtains 10 passengers in the first attempt, waits for three standard days, and gains 5 passengers, then the captain has obtained 15 passengers. If the captain then waits a further three standard days and gains 10 passengers, the initial 15 passengers will be transferred to another ship and the captain now only has 10 passengers. Note that delays seeking passengers will also apply as a delay seeking cargo (see p.453).

Available passengers can be determined by using the following chart. Simply cross reference the starport rating of the port in which the attempt is made (on the left of the chart) with the destination port (across the top of the chart). The result will be the number of passengers going to that location

from this port. Keep in mind that there will never be passengers moving to or from an X-class port. Results lower than zero should be counted as zero.

High Passage

	A	B	C	D	E
A	3d6	2d6	1d6	1d3	1
B	2d6+3	1d6+3	1d6	1d3	1
C	1d6+3	1d6	1d3	1d3-1	1
D	1d6	1d3	1d3-1	1	0
E	1d3	1d3-1	1	0	0

Middle Passage

	A	B	C	D	E
A	8d6	6d6	4d6	2d6	1d6
B	6d6	4d6	2d6	1d6	1d3
C	4d6	2d6	1d6	1d3	1d3-1
D	2d6	1d6	1d3	1d3-1	1
E	1d6	1d3	1d3-1	1	1

Steerage

	A	B	C	D	E
A	12d6	8d6	6d6	4d6	2d6
B	10d6	8d6	6d6	4d6	2d6
C	8d6	6d6	4d6	2d6	1d6+3
D	4d6	2d6	1d6	1d3	1
E	2d6	1d6	1d3	1	1

Low Passage

	A	B	C	D	E
A	12d6	8d6	6d6	4d6	2d6
B	10d6	8d6	6d6	4d6	2d6
C	8d6	6d6	4d6	2d6	1d6+3
D	4d6	2d6	1d6	1d3	1
E	2d6	1d6	1d3	1	1

Working Passage

	A	B	C	D	E
A	2d6	2d6	2d6	1d6	1
B	2d6	1d6	1d6	1	0
C	2d6	1d6	1d3	1	0
D	1d6	1d3	1	0	0
E	1d3	1	1	0	0

Speculative Trade

Captains with sufficient cargo space and funding can attempt to engage in speculative trading. This is a risky proposition in which a captain or cargo specialist can purchase items which are being produced or stored on a world with the intent of finding a buyer on a different world who will pay for the items in question.

Speculative Trade Checklist

Speculative trading follows a basic procedure. The following checklist outlines the various steps in the speculative trade procedure.

1. Find a supplier
2. Determine the amount of goods available
3. Determine purchase price
4. Take goods to new world or market
5. Find a buyer
6. Determine sales price

Find a Supplier

The first step in the process is simple: find a supplier with something to sell. Characters can search for multiple suppliers, but there is a –1 DM per previous attempt on a planet within each standard month. If the ship's captain is a member of the Captain's Guild, these tasks become Average (+0). Results for levels of success and failure are the same for both physically looking for a supplier and finding an online supplier.

Finding a supplier: Broker, EDU, 1-6 hours, Difficult (-2).

Finding an online supplier: Electronics (Computers), EDU, 1-6 hours, Difficult (-2)

Spectacular Success: The supplier has double the amount of Trade Goods available at this port as well as double the amount of Common Goods.
Success: The supplier has the amount of Trade Goods available at this port as well as Common Goods.
Failure: The supplier has only the available amount of Common Goods.
Spectacular Failure: The supplier has nothing available.

Determine the Amount of Goods Available

For Common Goods, there will be an amount of Common Goods available as determined by a die roll by the Referee according to the rating of the starport. On the table below, simply find the starport rating of the port in which the attempt to gain cargo is taking place and then roll the dice as listed to determine how much is available. There will be no Common Goods available at an X-class port.

For instance, at a B-class port, there will 4d6 lots of Common Goods. Each individual lot will take up 1d6 x 10 tonnes of cargo space within the ship.

A	B	C	D	E
6d6 lots of 2d6 x 10 tonnes	4d6 lots of 1d6 x 10 tonnes	2d6 lots of 1d6 x 10 tonnes	1d6 lots of 1d6 x 10 tonnes	1d6 lots of 1d6 x 10 tonnes

The contents of each lot and the price per tonne can be determined by rolling on this chart. Prices are given in Hub Federation credits.

1d6	Item	Cost
1	Basic Consumable Goods	1,000
2	Basic Electronics	25,000
3	Basic Machine Parts	10,000
4	Basic Manufactured Goods	20,000
5	Basic Raw Materials	5,000
6	Basic Unrefined Ore	2,000

For Trade Goods, there will be an amount of Trade Goods available as determined by a die roll by the Referee according to the rating of the starport. On the table below, simply find the starport rating of the port in which the attempt to gain Trade Goods is taking place and then roll the dice as listed to determine how much is available. There will be no Trade Goods available at an X-class port.

Unlike Common Goods, this result will give the number of lots available as Trade Goods at the port. The actual nature of the Trade Goods and the amount of the cargo bay's tonnes which will be used will be determined by the chart on p.458.

A	B	C	D	E
4d6 lots	3d6 lots	2d6 lots	1d6 lots	1d3 lots

Each lot can be further identified by rolling d66 on the following chart. Simply gain the result from the d66 roll and then consult the chart. The chart will give you the type of goods, the base price per tonne in Hub Federation credits, and the amount of tonnes of the cargo bay that will be taken up by the items.

In addition, the chart will give purchase modifiers and sale modifiers. These will be explained in further detail on p.460-461.

D66	Trade Goods	Price/tonnes	Tonnes	Purchase DMs	Sale DMs
11	Advanced Electronics	100,000	1D6x5	Ht +1, In +2	Ni +1, Po +1
12	Advanced Manufactured Goods	200,000	1D6x5	In +2, Ri +1	Ag +1, Ni +1
13	Agricultural Equipment	150,000	1D6	In +2, Ri +1	Ag +2, Ga +1
14	Animal Products	1,500	4D6x5	Ag +1, Ga +2	Hi +1, Ri +2
15	Collectibles	50,000	1D6	In +1, Ri +2	Hi +1, Ni +1
16	Computers/Handcomps	150,000	2D6	Ht +2, In +1	Na +1, Ni +1
21	Crystals & Gems	20,000	1D6x5	Ni +2, Na +1	In +1, Ri +1
22	Cybernetic Parts/Mindcomps	250,000	1D6x5	Ht +2, Ri +1	Na +1, Ni +1
23	Food Service Equipment	4,000	2D6	In +2, Na +1	Ag +1, Ni +1
24	Furniture	5,000	4D6	Ag +1, Ga +2	Hi +1, Ri +2
25	Gambling Equipment	4,000	1D6	Hi +1, Ri +1	Na +1, Ni +1
26	Grav Vehicles	160,000	1D6	Ht +2, Ri +1	Ni +2, Po +1
31	Grocery Products	6,000	1D6x5	Ag +3, Ga +2	Hi +1, Ri +2
32	Household Appliances	12,000	4D6	Hi +2, In +3	Na +1, Ni +2
33	Industrial Supplies	75,000	2D6	In +3, Ri +2	Na +1, Ni +2
34	Liquor & Other Intoxicants	15,000	1D6x5	Ag +2, Ga +1	In +1, Ri +2
35	Luxury Goods	150,000	1D6	Ag +1, Ga +2	In +1, Ri +2
36	Manufacturing Equipment	750,000	1D6x5	In +2, Ri +2	Na +1, Ni +2
41	Medical Equipment	50,000	1D6x5	Ht +2, Ri +2	Hi +1, In +2
42	Petrochemicals	10,000	2D6x5	Na +2, Ni +2	Ag +1, In +2
43	Pharmaceuticals	100,000	1D6	Ht +3	In +2, Ri +1
44	Polymers	7,000	4D6x5	In +2, Ri +1	Ni +2, Va +1
45	Precious Metals	50,000	1D6	As +3, Ic +2	In +1, Ri +2
46	Radioactive Ore	1,000,000	1D6	As +2, Ni +3	In +2, Ht +1
51	Robots & Drones	500,000	1D6x5	Ht +3, In +2	Ni +1, Ri +2
52	Scientific Equipment	50,000	1D6x5	Ht +3, Ri +2	Hi +2, Ni +1
53	Survival Gear	4,000	2D6	Ga +2, Ri +2	Fl +2, Va +1
54	Textiles	3,000	3D6x5	Ag +3, Ni +2	Na +1, Ri +2
55	Uncommon Raw Materials	50,000	2D6x5	Ag +3, Ni +2	In +2, Na +1
56	Uncommon Unrefined Ores	20,000	2D6x5	As +2, Va +1	In +2, Na +1
61	Live Animals	25,000	5d6x5	Ag +3, Ga +2	Hi +1, In +2
62	Children's Toys	5,000	2d6x5	In +2, Ri +2	Hi +2, Ni +1
63	Medical Research Material	50,000	1D6x5	Ht +2, Ri +3	In +2, Na +2
64	Military Equipment	150,000	2D6	Ht +3, In +2	Hi +2, Ni +2
65	Personal Weapons & Armor	30,000	2D6	In +3, Ri +2	Ni +2, Po +2
66	Unusual Cargo	*	*	*	*

***Note**: Unusual cargo covers unique or highly unusual items, such as alien artifacts, high tech prototypes, or unique lifeforms. Such items often form the seed for an adventure, but the price, size of the lot, and any modifiers will need to be determined by the Referee.

Determine Purchase Price

Determining the purchase price for speculative cargo is based on the results of a skill check. The results of this skill check represent the best possible offer the parties can reach under the current conditions. If the captain is a member of the Captain's Guild, you may lower the difficulty of the task to Average (+0).

Determining the purchase price: Broker, CHA, 1-6 minutes, Difficult (-2).

Spectacular Success: Decrease the purchase price by 20%.
Success: Decrease the purchase price by 10%
Failure: The purchase price does not change.
Spectacular Failure: Increase the purchase price by 20%.

When purchasing a lot, check the trade codes of the world on which the character is purchasing the lot. If the world has a trade code which applies to the item being purchased, you may use the highest of the applicable modifiers to add to your die roll.

For instance, if you have a lot of 60 tonnes of animal products which you are purchasing on Cascadia (Trade Codes: Ag Ga Ri Ht) you would have two of the modifiers (Ag +1, Ga +2) available to you. As you will add the highest modifier to your roll, you would use the +2 for Cascadia's garden world status and ignore the agricultural modifier.

Once the purchase price has been determined, the character can then decide if they wish to continue with purchasing the lot or if they wish to back out of the deal. Backing out of the deal will increase the difficulty by one level with this seller for all future purchases for the next standard week.

Jasper Abbott, the cargo procurement officer of the MV Aron Cash, rolls a spectacular failure while determining the purchase price of animal products on Cascadia. The price increases by 20%. Jasper declines to purchase the animal products. This will then make Jasper's attempts to buy other lots from this seller a Very Difficult task at -4. Jasper will likely have to find another seller or roll well to overcome this.

Once the purchase has been made, the characters can either begin moving the items to their ship or they may employ cargo loaders at the port to load it for them. Cargo loaders will generally charge 10% of the overall price of the cargo to load it, but the Referee can determine higher or lesser prices if they decide this is appropriate.

The characters may then decide where they wish to sell this cargo and that will take the crew to the next step.

Taking Goods to a New Market

Taking goods to a new market simply requires that the characters move their ship with the cargo in it to a new location. Wise captains will consult the chart concerning their cargo and attempt to sell it at a world where the modifiers make it advantageous.

Find a Buyer

The next step mirrors the first as the captain or cargo officer on the ship must now locate someone on the planet to buy their cargo. Characters can search for multiple buyers, but there is a –1 DM per previous attempt on a planet within each standard month. If the ship's captain is a member of the Captain's Guild, these tasks become Average (+0). Results for levels of success and failure are the same for both physically looking for a buyer and finding an online buyer.

Finding a supplier: Broker, EDU, 1-6 hours, Difficult (-2).

Finding an online supplier: Electronics (Computers), EDU, 1-6 hours, Difficult (-2)

Spectacular Success: The potential buyer is willing to purchase the lot on offer and the character gains a +1DM to future rolls to find a buyer on this world for the next standard week.
Success: The potential buyer is willing to purchase the lot being offered.
Failure: The potential buyer is unwilling to purchase this lot.
Spectacular Failure: The potential buyer is unwilling to purchase this lot and the character takes a -1DM penalty to future rolls to find a buyer on this world for the next standard week.

Determine Sales Price

Determining the sales price for speculative cargo is based on the results of a skill check. The results of this skill check represent the best possible offer the parties can reach under the current conditions. If the captain is a member of the Captain's Guild, you may lower the difficulty of the task to Average (+0).

Determining the sale price: Broker, CHA, 1-6 minutes, Difficult (-2).

Spectacular Success: The offer from the buyer would result in a 30% markup.
Success: The offer from the buyer would result in a 15% markup.
Failure: The offer from the buyer would result in a 2% markup.
Spectacular Failure: The offer from the buyer is equal to the amount paid by the purchaser or, if the Referee wishes, is actually less than the purchaser paid for it.

When selling a lot, check the trade codes of the world on which the character is selling the lot. If the world has a trade code which applies to the item being sold, you may use the highest of the applicable modifiers to add to your die roll.

For instance, if you have a lot of 60 tonnes of animal products which you would like to sell on Hendershot (Trade codes Ag Ga Ri), you will add the +2 modifier for Hendershot being a Rich (Ri) world and ignore the lesser modifier for the would being a garden world.

Use the markup formula to determine price offered. Take the cost and multiply that by 0.3 for a 30% markup, by 0.15 for a 15% markup, and by 0.02 for a 2% markup. Add the markup result to the original cost of the lot to determine the sale price.

A markup can be determined by taking the purchased price of the lot and adding the markup percentage multiplied by the purchase price and then adding that result to the purchased price. For instance, if a character purchases a lot for 500 Hub Federation credits, then the formula would be 500 + (500 x 0.3) for a 30% markup with a result of a purchase price of 650 Hub Federation credits. This will provide a profit for the character of 150 Hub Federation credits.

Once the sales price has been determined, the characters will need to decide if they are going to accept the price. If they turn down the offer, the characters can seek other buyers by returning to the *Find a Buyer* stage. If they accept, the buyer will need to arrange to pick up the cargo.

Once everything is agreed upon, the buyer will pay the characters for the lot and, hopefully, the characters may then pocket the profit.

Smuggling

Smuggling is like moving bulk cargo except that you are hauling something to a world which has made the items in your cargo bay illegal. This can mean larger profits but also carries the risk of incarceration if the characters are caught moving the item onto a world. So while there is often a larger reward, there is also a larger risk. As with all things in Clement Sector, laws vary from one world to the next and, while there are some items that are illegal on most worlds in Clement Sector, there are a variety of items that illegal on one world that are not illegal on many surrounding worlds.

Universally illegal things in Clement Sector are nuclear and biological weapons held by non-government entities and human slavery. When it comes to other potentially illegal items, each world in Clement Sector has its own laws and prohibited items. We have included a chart on p.465 which states many of the things which are considered to be illegal on a world. However, for a detailed discussion of what is illegal on certain worlds, we highly recommend consulting the *Subsector Sourcebook* series which addresses this subject for each world in a particular subsector. As an example, the table does not include certain caveats such as the restriction on tobacco and marijuana on Marlowe (Cascadia 0708) is only on smoking the substance but not on the use or ingestion in other ways.

Because of this, an item which is illegal on other worlds may be perfectly legal on the world upon which it is purchased. If the item is legal on the world where the character is purchasing it, use this task to find a supplier. If the ship's captain is a member of the Captain's Guild, these tasks become Average (+0). Results for levels of success and failure are the same for both physically looking for a supplier and finding an online supplier.

Finding a supplier: Broker, EDU, 1-6 hours, Difficult (-2).

Finding an online supplier: Electronics (Computers), EDU, 1-6 hours, Difficult (-2)

Spectacular Success: The supplier has double the number of lots that might normally be available here.
Success: The supplier has the number of lots said to be available by the chart.
Failure: The supplier has half the number of lots said to be available by the chart.
Spectacular Failure: The supplier has nothing available.

A	B	C	D	E
6d6 lots of 2d6 x 10 tonnes	4d6 lots of 1d6 x 10 tonnes	2d6 lots of 1d6 x 10 tonnes	1d6 lots of 1d6 x 10 tonnes	1d6 lots of 1d6 x 10 tonnes

The contents of each lot and the price per tonne can be determined by rolling on this chart. Prices are given in Hub Federation credits. If a character is seeking something specific, simply use the chart to determine the cost of that item.

2d6	Item	Cost per tonne
2	Sugar	9,000
3	Alcohol	15,000
4	Caffeine	9,000
5	Class 1 Drugs	450,000
6	Class 2 Drugs	350,000
7	Marijuana	175,000
8	Tobacco	125,000
9	Weapons (Swords)	20,000
10	Weapons (Pistols)	30,000
11	Weapons (Rifles)	35,000
12	Weapons (Knives)	15,000

If the item being purchased is illegal on the world on which the character is attempting to purchase it, then the following task should be used.

Finding a black-market supplier: Streetwise, CHA, 1-6 days, Very Difficult (-4).

Spectacular Success: The supplier has double the amount which might normally be available.
Success: The supplier has the amount which should be available from the chart.
Failure: The supplier has nothing available.
Spectacular Failure: The supplier is an agent of the local police or security forces. The Referee should determine the course of events from this point forward.

A	B	C	D	E
3d6 lots of 2d6 x 5 tonnes	2d6 lots of 1d6 x 5 tonnes	1d6 lots of 1d6 x 5 tonnes	1d3 lots of 1d6 x 5 tonnes	1d3 lots of 1d3 x 5 tonnes

Determine Purchase Price

Determining the purchase price for speculative cargo is based on the results of a skill check. The results of this skill check represent the best possible offer the parties can reach under the current conditions. If this is a purchase on a world where this item is legal, then Captain's Guild members may lower the difficulty of this task to Average (+0)

Determining the purchase price: Broker, CHA, 1-6 minutes, Difficult (-2).

Spectacular Success: Decrease the purchase price by 20%.
Success: Decrease the purchase price by 10%
Failure: The purchase price does not change.
Spectacular Failure: Increase the purchase price by 20%.

Smuggling the Cargo

Smuggling the cargo on to the planet is a difficult task. While the Referee should be the final arbiter (after all, this can be the crux of their adventure) on the many steps which may need to be undertaken to get illegal cargo on to a world, we've provided a few tasks as suggestions.

Bribing a Customs Official: Persuade, CHA, 1-6 minutes, Very Difficult (-4) (Requires 1000 HFCr)

Spectacular Success: The official lets you pass without inspecting the cargo containers. Gain a Contact who will be helpful in future endeavors.
Success: The official lets you pass without inspecting the cargo containers.
Failure: The official inspects the containers. Law enforcement will be called.
Spectacular Failure: The official inspects the containers. Law enforcement will be called.

The difficulty for this task can be decreased by one level for every 1000 Hub Federation credits spent over the initial 1000 required.

Creating Fake Documents for Cargo: Deception (Forgery), EDU, 1-6 hours, Difficult (-2)

Spectacular Success: Any inspection task performed by the inspectors to determine the real contents will be increased in difficulty by two levels.
Success: Any inspection task performed by the inspectors to determine the real contents will be increased in difficulty by one level.
Failure: No effect.
Spectacular Failure: Any inspection task performed by the inspectors to determine the real contents will be decreased in difficulty by two levels.

Item	Worlds on which that item is illegal
Alcoholic Drinks	Megara, Roskilde, Hendershot, Antryl, Atargatis, Moffett, Forseti, Kingston, Wilhelmveldt, Thorpe, Brunson
Caffeine	Monroe, Roskilde, Hendershot, Antryl, Serapis, Moffett, Forseti, Kingston, Brunson
Class 1 Drugs (Heroin, LSD, Peyote, Starlite, Sternlite, Water Dragon)	Megara, Nyahururu, Fairfax, Monroe, Catalunya, Roskilde, Hendershot, Slaren, Gagnon, Campbell, Kyiv, Dimme, Joseon, Antryl, Cascadia, Marlowe, Talca, Yangon, Chennai, Hiallt, Tal'Kalares, Vasynov, Serapis, Atargatis, Etxarte, Moffett, Karnataka, Minerva, Sigyn, Franklin, Cybele, Mictlan, Nyx, Avicenna, Forseti, Totaro, Kingston, Viteges, Sheba, Hottinger, Wilhelmveldt, Donar, Hub, Wellington, Sophronius, Sigewif, Erlik, Tulrakh, Nasnas, Maximon, Hotei, Bowemiwak, Tukaroi, Fiume, Boone, Amadioha, Torarentsacorsus, Galawdewos, Sequoyah, Fimbulvetr, Thorpe, Catoosa, Tamaqua, Penn, Harrison, Arnemuiden, Osiris, Dade, Brunson, Superior, New Perth, Peel, Neachdain, Alverca, Rocroi, Ariel, Dawn, Argos Prime, Tranquility, Bicocca
Class 2 Drugs (Cocaine, Fentanyl, Methamphetamine, Oxycodone, Torla Syrup)	Megara, Nyahururu, Monroe, Catalunya, Roskilde, Hendershot, Slaren, Campbell, Kyiv, Dimme, Joseon, Antryl, Cascadia, Marlowe, Talca, Chennai, Hiallt, Tal'Kalares, Vasynov, Serapis, Atargatis, Moffett, Karnataka, Minerva, Sigyn, Mictlan, Nyx, Avicenna, Forseti, Kingston, Viteges, Hottinger, Wilhelmveldt, Donar, Hub, Sophronius, Sigewif, Tulrakh, Nasnas, Maximon, Hotei, Bowemiwak, Tukaroi, Fiume, Boone, Amadioha, Torarentsacorsus, Galawdewos, Sequoyah, Thorpe, Catoosa, Penn, Harrison, Arnemuiden, Osiris, Brunson, Superior, New Perth, Peel, Neachdain, Rocroi, Ariel, Dawn, Argos Prime, Tranquility, Bicocca
Marijuana	Megara, Nyahururu, Monroe, Roskilde, Hendershot, Campbell, Kyiv, Joseon, Antryl, Chennai, Atargatis, Moffett, Minerva, Sigyn, Mictlan, Forseti, Kingston, Viteges, Wilhelmveldt, Tulrakh, Hotei, Tukaroi, Boone, Torarentsacorsus, Sequoyah, Thorpe, Catoosa, Penn, Arnemuiden, Osiris, Brunson, Superior, Peel, Neachdain, Tranquility
Pornography	Megara, Nyahururu, Roskilde, Antryl, Yangon, Tal'Kalares, Franklin, Kingston, Hub, Sigewif
Sugar	Roskilde, Antryl, Moffett, Forseti, Wilhelmveldt
Tobacco	Monroe, Roskilde, Hendershot, Campbell, Joseon, Antryl, Cascadia, Atargatis, Moffett, Minerva, Sigyn, Mictlan, Forseti, Kingston, Wilhelmveldt, Hub, Sigewif, Tulrakh, Hotei, Tukaroi, Torarentsacorsus, Thorpe, Catoosa, Penn, Arnemuiden, Superior, Peel, Neachdain, Tranquility
Weapons – Knives	Megara, Nyahururu, Roskilde, Chance, Kyiv, Antryl, Marlowe, Talca, Yangon, Chennai, Atargatis, Etxarte, Minerva, Sigyn, Cybele, Forseti, Kingston, Thorpe, Kosi, Superior, Peel
Weapons – Pistols	Megara, Nyahururu, Monroe, Roskilde, Hendershot, Slaren, Gagnon, Chance, Campbell, Kyiv, Antryl, Marlowe, Talca, Yangon, Chennai, Hiallt, Tal'Kalares, Serapis, Atargatis, Etxarte, Moffett, Minerva, Sigyn, Cybele, Nyx, Avicenna, Forseti, Kingston, Hottinger, Wilhelmveldt, Donar, Hub, Sophronius, Sigewif, Tulrakh, Ararat, Nasnas, Kohlisch, Hotei, Bowemiwak, Tukaroi, Fiume, Selu, Dukagjin, Galawdewos, Sequoyah, Fimbulvetr, Thorpe, Catoosa, Kosi, Brunson, Superior, Peel, Neachdain
Weapons – Rifles	Megara, Nyahururu, Fairfax, Monroe, Catalunya, Roskilde, Hendershot, Slaren, Gagnon, Chance, Campbell, Kyiv, Antryl, Cascadia, Marlowe, Talca, Yangon, Chennai, Hiallt, Tal'Kalares, Vasynov, Serapis, Atargatis, Etxarte, Moffett, Minerva, Sigyn, Cybele, Mictlan, Nyx, Avicenna, Forseti, Kingston, Viteges, Hottinger, Wilhelmveldt, Donar, Hub, Sophronius, Sigewif, Tulrakh, Ararat, Nasnas, Kohlisch, Hotei, Bowemiwak, Chriseda, Tukaroi, Fiume, Selu, Dukagjin, Galawdewos, Sequoyah, Fimbulvetr, Thorpe, Catoosa, Kosi, Arnemuiden, Dade, Brunson, Superior, Peel, Neachdain, Rocroi, Ariel, Dawn
Weapons - Swords	Megara, Nyahururu, Monroe, Roskilde, Hendershot, Slaren, Gagnon, Campbell, Kyiv, Antryl, Marlowe, Talca, Yangon, Chennai, Serapis, Etxarte, Minerva, Sigyn, Cybele, Forseti, Kingston, Hub, Sigewif, Tukaroi, Sequoyah, Fimbulvetr, Thorpe, Kosi, Superior, Peel, Neachdain

Most worlds in Clement Sector have some sort of method in place to defend their system not only from potential military threats but also against smuggling and piracy. For a detailed discussion of those system defense forces, we highly recommend reading the *Wendy's Guide* series.

There are many ways, both simple and elaborate, to smuggle items onto a world with some of these methods being as old as humanity itself. Concealment of an item may include smuggling the items inside clothing, luggage, cargo containers, or even inside a body cavity. While these simple methods may be successful on lower tech or lower law level worlds, these can be extremely risky on

a world equipped with state-of-the-art scanners and a dedicated security staff. Other methods include subterfuge where the item is disguised as another item. Such methods can often deceive the human eye and, possibly, some scanners but these are often detected by modern equipment.

One of the most effective methods of smuggling items onto a planet is to simply go where the security isn't. On many frontier worlds with less than adequate system defenses and unsettled regions, it is simply easier to land on the planet away from civilization and move the goods into the settlements surreptitiously.

Perhaps the best method of smuggling is to bribe the inspection officials. There's no need to worry over the technology if the person using it is convinced to ignore the findings. This can be expensive and, indeed, on some worlds such bribes are even expected as a way of doing business.

Find a Buyer

The next step mirrors the first as the captain or cargo officer on the ship must now locate someone on the planet to buy their illegal cargo. Characters can search for multiple buyers, but there is a –1 DM per previous attempt on a planet within each standard month. Results for levels of success and failure are the same for both physically looking for a buyer and finding an online buyer.

Finding a supplier: Streetwise, CHA, 1-6 days, Difficult (-2).

Finding an online supplier: Electronics (Computers), EDU, 1-6 hours, Difficult (-2)

Spectacular Success: The potential buyer is willing to purchase the lot on offer and the character gains a +1DM to future rolls to find a buyer on this world for the next standard week.
Success: The potential buyer is willing to purchase the lot being offered.
Failure: The potential buyer is unwilling to purchase this lot.
Spectacular Failure: The potential buyer is unwilling to purchase this lot and the character takes a -1DM penalty to future rolls to find a buyer on this world for the next standard week.

Determine Sales Price

Determining the sales price for speculative cargo is based on the results of a skill check. The results of this skill check represent the best possible offer the parties can reach under the current conditions.

Determining the sale price: Broker, CHA, 1-6 minutes, Difficult (-2).

Spectacular Success: The offer from the buyer would result in a 30% markup.
Success: The offer from the buyer would result in a 15% markup.
Failure: The offer from the buyer would result in a 2% markup.
Spectacular Failure: The offer from the buyer is equal to the amount paid by the purchaser or, if the Referee wishes, is actually less than the purchaser paid for it.

When selling a lot, check the trade codes of the world on which the character is selling the lot. If the world has a trade code which applies to the item being sold, you may use the highest of the applicable modifiers to add to your die roll. See how to determine markup and profit on p.460-461.

Piracy

Piracy has played a large part in the history of Clement Sector. Pirates began operating in the sector almost as soon as the first colonists set down roots on Hub (Hub 0405). In fact, some historians maintain that piracy may have played as large a part in the direction that civilization spread from Hub as did the astrography of the sector. In any case, piracy has been an integral part of life in Clement Sector from the very beginning.

As everything from colonists to vegetables to news and information must use starships to get from one system to another, ships became valuable targets for either those in need or those interested in theft. These ships were ripe for the taking for those with an armed ship, a level of subterfuge, and the wherewithal to seize them.

Vessels traveling from one system to another often must make stops at a port or gas giant for refueling and then must travel to a Zimm Point to transit to another system. Ports, gas giants, and Zimm Points became logical chokepoints where pirates might lie in wait for potential targets. Pirate ships might also lurk in the open space between these points and attempt to attack those in need of repair or simply monitor the progress of a vessel and then use their own Zimm Drive to meet their target near a port or Zimm Point.

Some colonies had effective system defense forces or were protected by the space navies of their parent nations. However, this was certainly not true of all systems. Many systems simply did not or could not mount an effective defense against these pirates. Others, while having forces provided to them by a parent nation or corporation, simply could not be everywhere at once.

For this reason, it became common practice for vessels of all kinds to be armed. Merchant vessels, ore carriers, and couriers would often arm their vessels and crews to defend against a possible pirate attack. This allowed a ship's captain to be responsible for the defense of his/her ship and cargo. One did not always have to wait on a local system defense to arrive when a crew might be able to take care of the problem themselves.

However, the phenomenon of armed and trained crews often led to more piracy. When a merchant captain could not find enough cargo or freight to carry to make ends meet, some would seek to use their weapons to attack other merchant vessels to take their cargo or ships. This led to a vicious cycle where a need for weapons for defense would often lead to more armed ships to perform piracy which led to a need for more armed ships to defend against this. Piracy often represented a lucrative option for those willing to put their morals on hold.

In the early days of Clement Sector's history, it was far more common for a pirate band to be confined to the crew of one ship. An armed merchant ship which had, in need of cash flow, decided to go rogue and attack a fellow merchant to secure a profit or a dedicated crew aboard a vessel specifically upgraded to attack and steal cargo were the two most commonly found types of pirates. However, as time passed, pirate groups began to field multiple ships, better weapons, and larger crews. Modern 24th Century pirate groups might consist of one ship, a pair of ships, or of a fleet of vessels. Some may have elaborate bases of operations or hold control of a frontier system effectively creating a new colony.

In time, some pirate crews began to be bolder and raid not only ships but also newly established colonies. While many colonies were large enough to be able to withstand such an attack, some fledgling colonies were either severely hampered or even destroyed in the early stages. These planetary raids might entail a full destruction of a colony or simply be a raid to steal supplies. Other raids might involve taking colonists as prisoners to act as slaves for the crew or to be sold to other pirates or unscrupulous governments or corporations.

The earliest days of piracy in Clement Sector began shortly after the first German colonists arrived on Hub (Hub 0405). In 2210, only four months after the colonists established the colony (now the city of Kamfer), a supply vessel was attacked by an armed vessel with no registration only fifteen minutes after it exited the Octagon. A German Space Navy vessel, *GNS Augsburg*, attempted to intercept the vessel but it escaped by using a Zimm Point which took it back to the Hub system. From there, it took a Zimm Point which was, at that point, unknown to the German Navy. It is now known that this is the Zimm Point to Wilhelmveldt (Hub 0403). The identity of the vessel was never determined. However, it did prompt a larger German naval presence in the area around both sides of The Conduit.

There was not another such attack until 2221 when a vessel attacked a colony ship bound for what would become Kingston (Hub 0106). The colony ship was destroyed in the attack and most of those aboard were killed. It was only by pure luck that a British naval vessel conducting a survey of the system happened on the remaining survivors. It is believed that the pirates intended to damage the colony ship and then board her. However, one of the shots caused an explosion within the power plant and the ship was lost. The vessel was identified as *MV Baby Boy* by surviving records from the colony ship. An alert was issued for the ship and a German naval patrol caught *Baby Boy* in the Donar system (Hub 0404). The crew was imprisoned, and the ship was given to a local shipyard for scrap.

Similar attacks began to be reported over the next few years and, while some suffered the fate of the crew of *Baby Boy*, many escaped to raid again. These attacks prompted shipping lines and ore haulers such as Lancaster Shipping and Blaylock Mining Corporation to begin arming their vessels and even providing combat training for crews. In some cases, ships would even be provided security forces to ensure that boarders would be repelled.

Arming and training merchant crews came with its own assorted problems. After receiving only minimal training, friendly fire episodes were rampant. Some crews would panic and surrender anyway, and this would only provide more weapons for the pirate boarders to steal. In 2251, the crew of *MV Samuel Russell*, a 4000 tonne Lancaster Shipping *Samson*-class freighter, used their weapons to overthrow Captain Anthony Ross. By all accounts, Ross was a horrible person and a sadist. However, when *Samuel Russell* began attacking shipping, particularly Lancaster Shipping vessels in the Cascadia subsector, James Lancaster felt the need to act. Lancaster formed a fleet of armed merchant vessels to hunt down *Samuel Russell* and destroy her. The fleet lay in wait in the Chance (Cascadia 0405) system and destroyed the ship. Legend has it that the Lancaster fleet fired 555 missiles into the *Samuel Russell*. Although that story is largely dismissed as being apocryphal, there is a casino on Chance named 555 Russell in honor of the tale.

Perhaps the most infamous pirate of this period was Colin Drake. Drake had begun his spacefaring life as a member of the United States Space Navy, but deserted the force along with three friends when his ship arrived at Sophronius (Hub 0408). Drake soon joined a group of pirates as a gunner, but after a particularly heavy firefight ended up the captain of the ship. As time passed, Drake was able to gather other ships to his cause. By 2280, Drake commanded an entire fleet of armed merchant vessels.

While Drake commanded just a pair of armed merchant vessels, he was considered to be a minor nuisance by most of the national governments. However, when his fleet grew to over ten ships, he was regarded as a much larger problem. His attempts at remaining independent of any corrupt governments and an insistence on attacking ships in Hub Subsector led to the local governments and corporations losing their tolerance for his actions. They began to prepare for further attacks.

Drake's most famous raid was against an Egata Mining vessel *MV Disco Volante* in 2286. Egata had not only armed their ore carrier but placed a group of armed troops on board as well. Drake and his compatriots were able to overpower the troops and not only steal the ore but also the vessel.

The large armed ore carrier became Drake's flagship *The Shadow.* It was in this vessel in 2287 that he and his small fleet of armed merchants fought and lost their epic battle with a British ship, *HMS Endeavour,* in the Nyx system (Franklin 0610). Drake was killed in the battle though rumors of his escape have been circulating for years.

Drake is still remembered throughout Clement Sector. Many claim that Drake knew it was only a matter of time before someone caught up to him and he hid his pirate treasure. Some claim that not only did Drake have more valuables, but also had some alien artifacts. So far no one has located it and most historians believe that, if he had a treasure at all, it perished with him in the destruction of *The Shadow*.

The popular holovid *Superpirate!* is based loosely on Drake's life and exploits. However, those who think Harbringer's show has any basis in historical fact are likely to be disappointed. Not only is Drake's life highly fictionalized but so is the rest of his crew. Such crewmembers as Jake Martin, the pacifistic "Singing Engineer", and the lovesick gunner, Antonin Shizuka, who dies during a space battle by getting onboard a shuttle and then crashing into a small moon in an effort to save his lover, are very loosely based on the real persons of those names.

So far, no one has yet made a holovid about Joanna Niarchos. During the 2290s and early 2300s, Niarchos was attacking shipping along the Sequoyah frontier. While Drake was flashier, Niarchos attacked far more ships and her attacks were much more lucrative.

Niarchos mainly attacked colony ships moving into Sequoyah Subsector and then attacked shipping moving to and from those colonies. She was always careful to not destroy a colony ship and to not take a colony ship's entire load of cargo. Niarchos felt that it was in her best interest to instill fear into the colonists but not prevent them from arriving at a colony. In her mind, it was better for them to be able to set up a colony and attract trade that she could then plunder. It was an effective policy and Niarchos operated for over twelve years without any serious opposition from the national navies. When she attacked several United States owned supply vessels going to the fledgling Boone colony (Sequoyah 0305), the Southern Alliance colony of Harrison (Sequoyah 0805) offered her ships free passage and material support. The independent colony of Sequoyah (Sequoyah 0605) also assured Niarchos that they would turn a blind eye to her actions as long as she attacked only US interests going toward Boone.

However, the increased presence of the USSN finally put an end to her attacks. In 2301, Niarchos was betrayed to the United States forces by the government of Sequoyah following a crackdown on the activities of Governor Welch by the United States' government. Near the gas giant Aganstata, USSN and Sequoyahan forces attacked Niarchos' pirate fleet and destroyed them. Niarchos was taken prisoner but escaped before she could be taken back to Boone.

Niarchos restarted her career as a pirate but began to attack shipping moving from Franklin Subsector toward Hub. She set up a base on Rapperswil, a moon of the gas giant Zollikon in the Hottinger system (Hub 0401). After attacking a German merchant vessel that was moving through the system, the German Space Navy responded by attacking her two ships and conducting a raid with Marines on her base. Niarchos and most of her followers were killed in the raid.

Pirates aided the revolution on Catoosa (Sequoyah 0709) in 2306. When Tisdale Mining, the owners of the colony, attempted to sell the colony to Mareno Metals instead of granting the colonists independence as promised, the workers revolted. Rebel leader Gideon Shaw enlisted the help of pirate leader Aniko Ryoko to help fight off the corporate security and mercenaries hired by the companies. The rebels prevailed and it is rumored that Catoosa remains a friendly port for pirates.

In 2308, piracy was rampant on the coreward frontier in Franklin subsector. A pirate attack in the Minerva system (Franklin 0401) on a merchant vessel called *MV Manly Trunion* would result in the death of all aboard. This attack would greatly affect Third Officer Blake Wofford of the Minerva Space Navy. The carnage witnessed by Wofford drove a desire within him to end his government's

constant bickering and indecision. In 2327, Wofford took control of the Minervan government and, while many question his other policies, many admire his firm stand against piracy in his system.

In recent times, in 2338, the Hub Federation Marines carried out an attack on a pirate group called "Bloodsplash". The pirates had conducted several successful attacks on merchant shipping in the Hub Subsector. When Hub Federation Intelligence discovered that the pirates had built a base on Baol in the Tulrakh system (Hub 0603), the Hub Federation considered sending an emissary to discuss the matter with the government. However, it was determined that either the Tulrakh government was in league with the pirates or that elements within the government were. In either case, the Tulrakh government was unable to stop the pirates and was not able to oppose the Hub Federation forces. A raid was carried out and the pirate base destroyed. A series of protests concerning the blatant disregard for Tulrakh's sovereignty was lodged by governments across Clement Sector, even from governments friendly to the Hub Federation such as Harrison (Sequoyah 0805) and Fairfax (Cascadia 0105).

In 2339, the Torarentsacorsus system defense force engaged a pirate group which was attempting to set up a base on the planet of Moore. After a pitched battle, the fledgling Torarentsacorsan military was able to defeat the pirates. The military continues to use the base as a refueling and training station.

In general, piracy has moved from the civilized center of Clement Sector and to the frontiers. With some exceptions, such as "Bloodsplash", most pirates will attempt to avoid a head-on collision with a force like the Hub Federation Navy, the Cascadian Navy, or the Boone Space Defense Force. Most pirates will attack the systems on the fringes such as the attack last year against a new colony on Lucina in the Nolan system (Franklin 0805).

Piracy runs rampant in places like the Dade Subsector where the colonies often do not have the resources to fight off strong bands of pirates. Some worlds such as Arnemuiden (Dade 0402) are rumored to aid the pirates in return for not attacking incoming shipping to their world or the destruction of a rival colony.

Worlds

The basic planetary characteristics are Size, Atmosphere, Hydrographics, Population, Government, Law Level, Technology Level, and Starport. These are generated using two-dice throws, with DMs applied based on other characteristics. These characteristics establish the basic identity of a world and are referred to as the Universal World Profile (UWP).

Additional information can be determined by the Referee. A more detailed system generation system which includes a more detailed method of detailing worlds can be found in *Unmerciful Frontier: The CCA Sourcebook.*

The Universal World Profile (UWP)

Clement Sector utilizes a concise one-line coding to encapsulate data on an individual world in a manner that, with a little practice, can be quickly and easily read. The specifics of the Universal World Profile can be found below:

WorldName	0000 A123456-7	Ni	123

"**WorldName**" indicates the common name for the world that is being profiled.

"**0000**" provides the location of the world's hex (column, then row) on the subsector map.

"**A123456-7**" is the world profile. Each number or letter is a pseudo-hexadecimal code representing a specific value on the corresponding world data charts. In order, the profile defines the following elements: Starport, World Size, Atmosphere, Hydrographics, Population, Government, Law Level, followed by a hyphen and finally Technology Level.

"**Ni**" is used here to indicate where special remarks and trade codes are displayed as part of the world data profile.

"**123**" represents a brief synopsis of three pieces of data: a Population Multiplier for the main world, the number of Planetoid Belts in the system, and the number of Gas Giants in the system. This is often noted in data charts as "PBG".

Star Mapping

For most Clement Sector campaigns, we recommend the use of the worlds set forth in the *Clement Sector* setting and expanded upon in the *Subsector Sourcebooks***.** However, many Referees enjoy creating their star maps and this can easily be done using the following rules. In most universes, the presence of star systems is marked on hex maps, each hex representing one parsec. For each system, generate a Universal World Profile for the primary world of the system. The smallest astrogation map size, the subsector, measures 8 hexes wide by 10 hexes high. An intermediate map size, the quadrant, measures two subsectors by two subsectors, while the largest map size, the sector, measures two quadrants by two quadrants.

There is a basic one-half chance normally that a world (and its attendant stellar system) will be in a hex. Systematically check each hex on the subsector map, throwing one die and marking the hex with a circle if the result is a 4, 5, or 6. This indicates that a world is present; otherwise, leave the hex blank. The Referee may elect to alter the normal chances of worlds, making them more frequent or less frequent to correspond to specific regions of the galaxy. A 50% density (no DM) is appropriate for the spiral arms of the galaxy. Apply a –2 DM for 'rift sectors', a –1 DM for sparse sectors and a +1 DM for densely populated sectors.

Pseudohexadecimal Numbering

In order to save space and avoid confusion, all numbers of 10 or higher employ a system of pseudohexadecimal numbering which exchanges those numbers for letters. For ease of use, the conversion is included here.

Number	Pseudohax Code
10	A
11	B
12	C
13	D
14	E
15	F
16	G
17	H

World Size

The Size characteristic for inhabitable worlds ranges from 0 to 10 and is determined by rolling 2D6–2.

Table: World Size

Digit	World Size	Average Surface Gravity (gs)
0	Less than 805 km (500 miles)	Negligible
1	805 - 2413 km (500 - 1499 miles)	0.05
2	2414 - 4022 km (1500 - 2499 miles)	0.15
3	4023 - 5631 km (2500 - 3499 miles)	0.25
4	5632 - 7241 km (3500 - 4499 miles)	0.35
5	7242 - 8850 km (4500 - 5499 miles)	0.45
6	8851 - 10,459 km (5500 - 6499 miles)	0.7
7	10,460 – 12,069 km (6500 - 7499 miles)	0.9
8	12,070 – 13,678 km (7500 - 8499 miles)	1.0
9	13,679 – 15,287 km (8500 -9499 miles)	1.25
10 (A)	15,288 – 16,897 km (9500 – 10,499 miles)	1.4

High and Low Gravity Worlds

Worlds where the gravity is 0.75 or less are low-gravity worlds. Common features include improbable-looking rock formations, thin and spindly lifeforms, and flying as a common form of locomotion (assuming the atmosphere is thick enough to support flyers). Humans tend to find life on low-gravity worlds to be initially pleasant, but regular exercise regimes and medicinal supplements are required to prevent bone and muscle degradation. Those who spend long periods of time on low-gravity worlds cannot tolerate higher gravities. Characters on low-gravity worlds without Survival (Low Gravity) or Survival (Freefall) suffer a –1 DM to all skill checks until they acclimatize, a process which takes 1D6 weeks.

High-gravity worlds have a gravity 1.25 times or more than of Earth. They tend to be extremely dense worlds; common features include wide rocky plains, squat, muscular creatures, and plant life that spreads out like lichen instead of growing up. Crawling, burrowing, or swimming are the commonest forms of locomotion. Humans find high-gravity worlds unpleasant. Especially high-gravity worlds require the use of pressured or powered suits to support the human frame. Characters without Survival (High Gravity) on high-gravity worlds suffer a –1 DM to all skill checks until they acclimatize, a process which takes 1D6 weeks.

Atmosphere

A planet's Atmosphere is generated by rolling 2D6–7 and adding the planet's Size with all results of less than zero being zero. If a world's Size equals 0, then the world's Atmosphere equals 0. The Atmosphere code should never be higher than 15 (F).

Table: Atmosphere

Digit	Atmosphere	Pressure	Survival Gear Required
0	None	0.00	Vacc Suit
1	Trace	0.001 to 0.09	Vacc Suit
2	Very Thin, Tainted	0.1 to 0.42	Respirator, Filter
3	Very Thin	0.1 to 0.42	Respirator
4	Thin, Tainted	0.43 to 0.7	Filter
5	Thin	0.43 to 0.7	
6	Standard	0.71–1.49	
7	Standard, Tainted	0.71–1.49	Filter
8	Dense	1.5 to 2.49	
9	Dense, Tainted	1.5 to 2.49	Filter
10 (A)	Exotic	Varies	Air Supply
11 (B)	Corrosive	Varies	Vacc Suit
12 (C)	Insidious	Varies	Vacc Suit
13 (D)	Dense, High	2.5+	
14 (E)	Thin, Low	0.5 or less	
15 (F)	Unusual	Varies	Varies

Atmosphere Types

Tainted: Tainted atmospheres contain some element that is harmful to humans, such as an unusually high proportion of carbon dioxide. A character who breathes a tainted atmosphere without a filter will suffer 1D6 damage every few minutes (or hours, depending on the level of taint).

Exotic: An exotic atmosphere is unbreathable by humans but is not otherwise hazardous. A character needs an air supply to breath in an exotic atmosphere.

Corrosive: Corrosive atmospheres are highly dangerous. A character who breathes in a corrosive atmosphere will suffer 1D6 damage each round.

Insidious: An insidious atmosphere is like a corrosive one, but it is so corrosive that it attacks equipment as well. The chief danger in an insidious atmosphere is that the toxic gases will destroy the seals and filters on the character's protective gear. An insidious atmosphere worms its way past protection after 2D6 hours on average, although vigilant maintenance or advanced protective gear can prolong survival times.

Dense, High (D): These worlds have thick N2/O2 atmospheres, but their mean surface pressure is too high to support unprotected human life (high pressure nitrogen and oxygen are deadly to humans).

However, pressure naturally decreases with increasing altitude, so if there are highlands at the right altitude the pressure may drop enough to support human life. Alternatively, there may not be any topography high enough for humans to inhabit, necessitating floating gravitic or dirigible habitats or sealed habitats on the surface.

Thin, Low (E): The opposite of the Dense, High atmosphere, these massive worlds have thin N2/O2 atmospheres that settle in the lowlands and depressions and are only breathable there – the pressure drops off so rapidly with altitude that the highest topographic points of the surface may be close to vacuum.

Unusual (F): An Unusual atmosphere is a catchall term for an atmosphere that behaves in a strange manner. Examples include ellipsoidal atmospheres, which are thin at the poles and dense at the equator; Panthalassic worlds composed of a rocky core surrounded by a water layer hundreds of kilometers thick; worlds wracked by storms so intense that that the local air pressure changes from dense to thin depending on the current weather; and other planets with unusual and hazardous atmospheric conditions.

Hydrographics

Hydrographic percentage is obtained by rolling 2D6–7 and adding the world's Size, modified by the world's atmosphere or size as described in the Hydrographic DMs by Size and Atmosphere table.

Table: Hydrographic DMs by Size and Atmosphere

Condition	DM
Size 0 or 1	Hydrographics must be 0
Atmosphere 0, 1, A, B or C	–4
Atmosphere E	–2

A world's Hydrographics value should never exceed 10 (A), nor may it be lower than 0. All results of less than zero should be counted as zero and any result of over 10 should be counted as 10.

Table: Hydrographics

Digit	Hydrographic Percentage	Description
0	0%–5%	Desert world
1	6%–15%	Dry world
2	16%–25%	A few small seas.
3	26%–35%	Small seas and oceans.
4	36%–45%	Wet world
5	46%–55%	Large oceans
6	56%–65%	
7	66%–75%	Earth-like world
8	76%–85%	Water world
9	86%–95%	Only a few small islands and archipelagos.
10 (A)	96–100%	Almost entirely water.

World Population

A world's Population is generated by rolling 2D6–2, modified by the world's Size, Atmosphere, and Hydrographics as described in the Population DMs table. Results of less than zero should be treated as zero. If a world has a population of 0, it is uninhabited, and the world also has a Government, Law Level and Technology Level of 0.

Table: Population DMs

Condition	DM
Size is 2 or less	-1
Atmosphere is A or greater	-2
Atmosphere is 6	+3
Atmosphere is 5 or 8	+1
Hydrographics is 0 and Atmosphere less than 3	-2

Table: World Population

Digit	Population	Range	Comparison
0	None	0	
1	Few	10+	A tiny farmstead or a single family
2	Hundreds	100+	A village
3	Thousands	1,000+	
4	Tens of thousands	10,000+	Small town
5	Hundreds of thousands	100,000+	Average city
6	Millions	1,000,000+	
7	Tens of millions	10,000,000+	Large city
8	Hundreds of millions	100,000,000+	
9	Billions	1,000,000,000+	21st Century Earth
10 (A)	Tens of billions	10,000,000,000+	
11 (B)	Hundreds of billions	100,000,000,000+	
12 (C)	Trillions	1,000,000,000,000+	

Population Modifier

Sometimes it is enough just to know that a world has hundreds of millions of people on it (Population 8). Other times, a Referee or player may want a more specific number. The Population Modifier is determined by rolling 2D6-2. Any result of zero or less should be treated as a 1.

The Population Modifier is multiplied by 10 raised to the power of the Population code to determine a more specific number of people living on the world. For example, if the Referee generates a Population Modifier of 4 for a world with a Population code of 8, then it follows that **4**x10^{8} or 400,000,000 people live on that world.

Primary Starport

Many worlds have starports, their presence being essential to interstellar trade and commerce. To determine the world's primary starport, roll 2D6-7 and add the world's Population value. Compare the result to the Primary Starport table to determine the starport class for the world. Each starport class offers different levels of service. The Starport Class Services table provides more specific details.

Table: Primary Starport

Roll	Starport Class
2 or less	X
3	E
4	E
5	D
6	D
7	C
8	C
9	B
10	B
11+	A

Table: Starport Class Services

Class	Descriptor	Best Fuel	Annual Maint.	Shipyard Capacity
A	Excellent	Refined	Yes	Can construct starships and non-starships of any size
B	Good	Refined	Yes	Can construct starships and non-starships of less than 2000 tonnes
C	Routine	Unrefined	No	Can construct starships and non-starships of less than 800 tonnes
D	Poor	Unrefined	No	None
E	Frontier	None	No	None
X	None	None	No	None

Some worlds will have multiple starports of varying classes. Most worlds will only have one orbiting port (also called a "highport") and several ports located on the surface of the planet (called "downports"). This is not always the case. Worlds with lesser populations may only have a single downport while worlds with particularly dangerous atmospheres may have only a single highport. Other worlds may have multiple highports and multiple downports. Referees are free to place ports as they like on worlds that they create.

A good rule of thumb for worlds with multiple starports is that all ports other than the primary port will be of a lesser class than the primary port. As with all things Clement Sector that will not always be the case, but it is true more often than not.

World Government

The Government characteristic is determined by rolling 2D6–7 and adding the world's Population with all results of less than zero being counted as zero. If a world's Population equals 0, then the world's Government equals 0. The Government code should never be higher than 15(F), nor lower than 0.

Table: World Government

Type	Government
0	None
1	Company/Corporation
2	Participating Democracy
3	Self-Perpetuating Oligarchy
4	Representative Democracy
5	Neo-Feudalism
6	Captive Government
7	Balkanized
8	Civil Service Bureaucracy
9	Impersonal Bureaucracy
10 (A)	Charismatic Dictator
11 (B)	Non-Charismatic Leader
12 (C)	Charismatic Oligarchy
13 (D)	Religious Dictatorship

None (0) – This world is in complete anarchy. There is no government of any kind.

Company/Corporation (1) – This world is ruled by a company or corporation. Prominent examples of this are Chance (Cascadia 0405) which is controlled by a conglomerate called Chance Holdings Limited (CHL) and Slaren (Cascadia 0307) which is controlled by the Slaren Brewing Company for the creation of their alcoholic drinks.

Participating Democracy (2) – This world is governed by a democracy in which the citizens of the world vote directly on most or all of the issues facing the world. Prominent examples of this are Dashwood (Dade 0401) where politics is often seen as entertainment and Gansagi (Sequoyah 0404) where most decisions are decided by public referendum, but executive actions can still be taken by their governor.

Self-Perpetuating Oligarchy (3) – Most often this refers to a world being ruled by a royal family, but that doesn't always have to be the case. It refers to any government which has a small group of people controlling it and continues by means of appointment rather than election or other means. One example of this can be found on Sheba (Hub 0209) which is ruled by the Sheba family, a wealthy Anglo-French family. Other examples are Arnemuiden (Dade 0402) which is ruled by a politician who lost an election on another world and whose followers made him and his family their rulers and Tal'Kalares (Franklin 0105) which is ruled by the Hollander dynasty.

Representative Democracy (4) – This world is governed by a group of representatives. Most often these representatives are elected but this is not always the case. On some worlds, the government will have powers divided among "branches" of government and some of those will be representative in nature while others may be of other forms such as an elected executive or appointed judges. Prominent examples of this include Bastiat (Franklin 0807) which is dedicated to keeping their government small and Boone (Sequoyah 0305) which has a government with a representative bicameral legislature, an elected executive, and an appointed judicial branch mirroring the world's establishment as a US colony.

Neo-Feudalism (5) – A world where power is placed in the hands of a few people where rights and legal protections are often unevenly given or protected. This can include worlds which are governed by those believed to be superior to other people for one reason or another and those worlds which are governed by groups that are believed to simply be more intelligent or capable than others around them. Examples of this are Amadioha (Sequoyah 0402) where the world is ruled by an elected council of seven men called "The Ochichi" who are believed to be the wisest among the population and Antryl (Cascadia 0704) which is ruled by a group of five persons called "The Specialists" who control most aspects of the world's culture and are dedicated to "making the best culture and population possible".

Captive Government (6) – This is a world which is governed and controlled by another world's government. Examples of this in Clement Sector are rare as most worlds are controlled by their own government, even within The Hub Federation. One example of this is Gutierrez in the Hendershot system (Cascadia 0208) in which there are two habitable worlds. Gutierrez is ruled by the government of Hendershot to which the world sends representatives.

Balkanized (7) – This is a world where there is more than one government present on the world. The most prominent example of this is Earth (Earth 0405) in Earth Sector. An example of this in Clement Sector is Sophronius (Hub 0408) where a violent multi-faction civil war has been taking place since the Conduit Collapse in 2331.

Civil Service Bureaucracy (8) – This is a world which is governed by a group of career civil servants hired on the basis of merit or perceived merit rather than being appointed or elected. This usually involves a group of bureaus or departments which specialize in one aspect of the planet's governance. This often involves a series of levels in which a person's power grows and levels are most often obtained by a passing a knowledge or competence test. Examples of this are Monroe (Cascadia 0107) where the government is divided into several departments which are ruled by the Chief Manager and Avicenna (Franklin 0704) which is controlled by "The Head of All Bureaus", a person who holds the rank of Civil Servant-22.

Impersonal Bureaucracy (9) – This is a world governed by a group of appointed persons with little input from the general populace. The government is divided among departments or bureaus, but advancement is purely through appointments by superiors and can be based on a variety of factors. An example of this is Franklin (Franklin 0506) which is ruled by a group called "The Prime Council" and is made up of the heads of the 132 departments which oversee the planet, all of which must be members of the Catholic Church of Franklin (Reformed) and must be seen as living a pious life.

Charismatic Dictator (A) – This is a world where a dictator has taken power over the world using their own charisma or "cult of personality". Prominent examples of this are Gagnon (Cascadia 0308) which

is ruled by the military dictatorship of the charismatic and flashy Major Keith Calderon and Sequoyah (Sequoyah 0605) which is ruled by the dictator John Henley who refers to himself as “Guwisguwi”.

Non-Charismatic Dictator (B) – This is a world where a dictator has gained their power through a means other than revolution or their own charisma. This often achieved by being appointed and sometimes by inheriting the rulership from a previous dictator. Examples of this in Clement Sector are Atargatis (Franklin 0109) who rules a military dictatorship that was formed by the previous neo-feudal technocracy which appointed him and Thorpe (Sequoyah 0708) where the previous governor appointed his successor, Brenda Lawford, as dictator.

Charismatic Oligarchy (C) – A charismatic oligarchy is a government where a group of people have seized power through the force of their own charisma. Currently, there are no examples of this form of government within Clement Sector.

Religious Dictatorship (D) – This is a world where a dictator has taken power by use of religion or through a religious doctrine. One example of this is Roskilde (Cascadia 0205) where the religion of the planet dictates that a ruler is to be elected to be “The Enlightened One” who not only rules the planet but is said to be the only one capable of communing with “The Spirit of the Universe”. Perhaps the most prominent example of this is Kingston (Hub 0106) which is controlled by Calvin Richmond who is believed by Caxtonists to be ruling the world alongside Ian Caxton, the founder of the religion, who it is said lives within the shared worldnet on the planet.

Law Level

Law level is determined by rolling 2D6–7 and adding the Government characteristic. Results of less than zero should be counted as zero. If the world's Government is 0, then the world's Law Level is also 0. Law Level should never be less than 0.

Law levels are an abstract way of showing how much a government seeks to control, regulate, or otherwise involve themselves in the daily affairs of the average person on the planet. While the law level can give a general idea of this, it does not present the full picture of how a government rules its people. Nuances in law from world to world is covered in each world's entry in the *Subsector Sourcebook* series and criminal activity is covered by *Outlaw: Crime in Clement Sector.*

As an example, this law level table it provided with a brief descriptor and examples of weapons which are often prohibited by worlds of each law level. Again, it is important to note that there are nuances within the law levels and some worlds do not totally conform to these descriptions.

Table: Law Level

Digit	Descriptor	Not Allowed
0	No Law	No restrictions
1	Low Law	Poison gas, explosives, undetectable weapons, weapons of mass destruction
2	Low Law	Portable energy weapons (except ship-mounted weapons)
3	Low Law	Heavy weapons
4	Medium Law	Light assault weapons and submachine guns
5	Medium Law	Personal concealable weapons
6	Medium Law	All firearms except shotguns and stunners; carrying weapons discouraged
7	High Law	Shotguns
8	High Law	All bladed weapons, stunners
9	High Law	Any weapons outside one's residence
10(A)+	Extreme Law	Any weapons allowed at all

Technology Level

The Technology Level (also called "tech level" or TL) of the world is determined by rolling 1D6 and adding DMs per the Technology Level DMs by UWP Values table. A world's Technology Level may not be below 0.

Table: Technology Level DMs by UWP Values

Value	Starport	Size	Atmosphere	Hydrographics	Population	Government
0		+2	+1	+1		+1
1		+2	+1		+1	
2	`	+1	+1		+1	
3		+1	+1		+1	
4		+1			+1	
5					+1	+1
6						
7						+2
8						
9				+1	+1	
10 (A)	+6		+1	+2	+2	
11 (B)	+4		+1		+3	
12 (C)	+2		+1		+4	
13 (D)			+1			–2
14 (E)			+1			–2
15 (F)			+1			
X	–4					

Certain world conditions must meet a minimum Technology Level requirement. If the world possesses a lower technology level, then the Referee should increase the world's tech level to the required minimum.

Table: Technology Level Minimums

Conditions	Minimum TL
Hydrographics is 0 or 10(A), Population is at least 6	4
Atmosphere is 4, 7 or 9	5
Atmosphere is 3 or less, or 10(A)-12(C)	7
Atmosphere is 13(D) or 14(E), Hydrographics is 10(A)	7

The highest tech level in Clement Sector is TL12 which can be found at Chennai (Franklin 0101) and Cascadia (Cascadia 0705). Most worlds are TL10 or TL11 with only world, Argos Prime (Tranquility 0205) being TL9.

Trade Codes

Trade codes are assigned based on a world's UWP values, as noted in the UWP Values for Trade Codes table.

Table: UWP Values for Trade Codes

Classification	Code	Size	Atmos.	Hydro	Pop.	Gov.	Law	TL
Agricultural	Ag		4–9	4–8	5–7			
Asteroid	As	0	0	0				
Barren	Ba				0	0	0	
Desert	De		2+	0				
Fluid Oceans	Fl		10+	1+				
Garden	Ga		5, 6, 8	4–9	4–8			
High Population	Hi				9+			
High Technology	Ht							12+
Ice-Capped	Ic		0–1	1+				
Industrial	In		0–2, 4, 7, 9		9+			
Low Population	Lo				1–3			
Low Technology	Lt							5-
Non-Agricultural	Na		0–3	0–3	6+			
Non-Industrial	Ni				4–6			
Poor	Po		2–5	0–3				
Rich	Ri		6, 8		6–8			
Water World	Wa			10				
Vacuum	Va		0					

Planetoid Belt Presence

Planetoid belts exist in many systems, and are mined by belters for ice, ore, and other interesting things. To determine the presence of planetoid belts in each star system, throw 4+ on 2D6 for at least one planetoid belt to be present in the system. If planetoid belts are present, then the number of planetoid belts in the system is 1D6-3, minimum of 1. If the primary world of the system is Size 0, then there's at least one planetoid belt in the system automatically.

Gas Giant Presence

A star system may have one or more gas giant planets. The presence of a gas giant allows starships equipped with fuel scoops to refuel by skimming; this eliminates fuel cost for the vessel and increases profit. It also allows refueling at systems that do not have starports. Refueling in this fashion requires 1D6 hours per 40 tons of fuel. Gas giants are relatively common. For each system throw 5+ on 2D6 for at least one gas giant to be present in the system. If gas giants are present, then the number of gas giants in the system is 1D6-2, minimum of 1.

To determine the size of the gas giant, roll 1d6. On a roll of 1-3, it is a small gas giant (such as Neptune). On a roll of 4-6, it is a large gas giant (such as Jupiter).

Environments and Hazards

Acid

Corrosive acids deal 1D6 damage per round of exposure, except in the case of total immersion (such as into a vat of acid), which deals 10D6 damage per round. An attack with acid, such as from a hurled vial counts as a round of exposure.

The fumes from most acids are poisonous. Those who come close enough to a body of acid large enough to dunk a creature in it must make an Average (+0) Endurance check or take 1D6 point of damage. All such characters must make a second Average (+0) Endurance check one minute later or take another 1D6 point of damage.

Alcohol Consumption

Characters who wish to imbibe alcohol should inform the Referee of how much they intend to drink. While drinking a small amount of even the most powerful alcohol will not impair a character to the point of affecting their abilities, continued drinking will begin to cause problems for the character. Referees should use the following task once the character exceeds three drinks to determine if the character has become impaired.

Drinking three alcoholic drinks: Carouse, END, 1-6 minutes, Average (+0)

The difficulty can be increased for stronger liquors if the Referee desires. For every second drink following the third drink, the task should be repeated but with the difficulty increased by one. Any failure means that impairment has begun.

Impairment increases the difficulty of any characteristic check, skill check, or task attempted by the character for the next 30 minutes after the task is failed. Continued failure of the drinking task increases the difficulty further and the time period of impairment continues to increase by 30-minute increments.

Carrying Capacity

Strength determines how much weight characters can lift and how much any additional encumbrance slows them down. Characters carrying more than their Light Load suffer penalties.

Light Load: As a light load, a character can life and carry up to twice their Strength characteristic score in kilograms without any penalties or difficulties. For example, an average character with a Strength score of 7 can carry up to 14 kilograms as a light load.

Medium Load: A medium load is twice a character's light load, or four times their Strength characteristic score in kilograms. Characters carrying a medium load suffer a DM-1 to all physically based checks, including skill checks. In addition, they move at 75% of their base speed. For example,

an average character with a Strength score of 7 can carry up to 28 kilograms as a medium load. Such a character would suffer a DM-1 on all physical checks, and move at 4.5 meters, or 3 squares, per round.

Heavy Load: A heavy load is three times the character's light load, or six times their Strength characteristic score in kilograms. Characters can lift up to a heavy load overhead. Characters carrying a heavy load suffer a DM-2 to all physically based checks, including skill checks. In addition, they move at 75% of their base speed. For example, an average character with a Strength score of 7 can lift up to 42 kilograms as a heavy load. Such a character would suffer a DM-2 on all physical checks, and move at 4.5 meters, or 3 squares, per round.

Maximum Load: A character's maximum load is six times that of their light load, or twelve times their Strength score in kilograms. Characters can lift up to the maximum load off the ground but can only stagger around with it. While overloaded in this way, characters cannot undertake any other actions, and can only move 1.5 meters, or 1 square, per round. For example, an average character with a Strength score of 7 can barely lift up to 94 kilograms as a maximum load. Such a character could perform no other actions while struggling with the load, except to move 1.5 meters per round.

Push/Drag: Characters can push or drag up to five times their heavy load weight, moving at half their normal speed. Favorable conditions (smooth ground, dragging a slick object) double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Diseases

Diseases reduce a character's Characteristics, usually Endurance. The character must make an Endurance check with the listed DM to resist the effects of the disease. If the character fails the Endurance check, then the character will take the listed damage and must make another Endurance check a few hours or days later, depending on the interval of the disease. Once an Endurance check has been passed, the character has fought off the disease.

Table: Sample Diseases

Disease	DM	Damage	Interval
Pneumonia	+0	1D6+4	1D6 weeks
Flu	+1	1D6–2	1D6 days
Anthrax	-3	1d6+2	1d6 days
Bioweapon	-6	1d6+8	1d6 hours

Drugs

As with most societies, worlds on Clement Sector have a variety of recreational drugs available for use by those who want to escape the everyday drudgeries of life. Some of these recreational drugs can be addictive and dangerous and will be illegal on some worlds. A list of illegal items is on p.465 in regards to smuggling such items.

During the course of character generation, it is possible that a character might become addicted to one of these drugs. While most of the common drugs with which you may be familiar will be present in the game, there are several substances beyond those which can be found in Clement Sector. This section will address those drugs which are only found in Clement Sector.

Starlight

Also spelled "starlite", Starlight is a drug which normally comes in the form of a tablet. The drug places the user in a euphoric state for 1d6+3 hours and can result in the user becoming very active. Many users can become quite violent and will lash out at others nearby, regardless of their feelings about the person when the user is sober.

Those under the influence of Starlight will temporarily lose three from their END and their INT and EDU will drop to 3 (if it was lower, it will drop to 1). The character will regain their original characteristic level at a rate of 1 point/20 minutes. Roll a d6. If the roll is a 1 or a 2, the user will immediately attack the nearest person to them in a Melee (Any) attack. If the roll is 3-6, the user will become manic for the entire period, become active, but will seem to have no sense of where they are and become quite uninhabited.

During the last hour or so of the user's euphoric state, they will suddenly feel the need to sit and stare at seemingly nothing. Most users report that their vision fades to black and then slowly comes back to them as small spots of light. This effect is what gives the drug its name.

On worlds where it is legal, Starlight can cost around 3 HFCr/tablet. On worlds where it is illegal, each tablet can go for as much as 250 HFCr/tablet.

Sternlight

Sternlight is a powerful hallucinogen which can cause the user to see intensely realistic visions. These visions often end with the user being able to see nothing but a bright white light at the end of the vision hence the name. The drug is synthetic and was created by Senhao Pharmaceuticals for psychiatric treatment.

It normally comes as a white powder which is often placed in the body by hand (by rubbing the inside of the mouth with it for instance) or by sniffing it as one would with cocaine. Those using it will be in a "vision state" where they will begin seeing vivid hallucinations and illusions which can run the gamut from being quite pleasurable to being intensely frightening. Users have reported intense joy, reduced anxiety, irrational fear, panic, and intense hopelessness during the time which they have used the drug and the effect seems to be random with the same users often reporting different effects during each use.

Oddly, a common effect experienced by users is seeing large, spider-like beings which may interact with the user. While most reports of this have been frightening for the user, some report that it is intensely rewarding to speak with them. However, due to the unpredictable nature of the

drug, some who have enjoyed communing with these beings have difficulty replicating the experience.

Those using Sternlight will experience these illusions and hallucinations for 1d6+2 hours. During the last thirty minutes or so of the experience, the user's vision will begin to fade into a white light. This intense white light effect continues even with the user's eyelids shut and this phenomenon can cause many users to experience pain and disorientation. During the early stages, reduce a user's STR, DEX, and END by 2. During the late stage of white light, the character's STR, DEX, and END will drop to 1. The character will regain their original characteristic level at a rate of 1 point/10 minutes.

On worlds where it is legal, Sternlight will cost around 50 HFCr/gram. On worlds where it is illegal, it can command prices of 400 HFCr/gram or higher.

Torla

Torla, also called "Torla Syrup", comes from the sap of the Torlap tree which is a native plant of the planet Erlik (Hub 0509). The Torlap is a tall tree which can dominate some forests on the planet and has been compared to a tall pine tree from Earth. The sap is taken from the interior of the tree and has a mildly intoxicating effect on those who consume it with an effect similar to that of alcohol.

Torla is popular on Erlik as an additive to many drinks and foods consumed on the planet to give that item an intoxicating effect which it might ordinarily not have. The most common use for Torla is to turn it into a sweet syrup which is often poured on small cakes along with butter. This is a staple at most restaurants on Erlik and can be found on many worlds in Hub and Cascadia Subsectors where it is legal such as on Chance (Cascadia 0405).

On worlds where it is legal, Torla will often come as syrup in a bottle of glass or plastic with 500 ml for 25 HFcr. On worlds where it is illegal, it can command up to triple that price.

Water Dragon

Water Dragon is a small fungus which grows on the banks of aquifers on Vasynov (Franklin 0106). It is illegal to cultivate it on Vasynov, but it is not illegal to allow it to grow naturally and thus its use and sale tend to continue even though its legality is questionable on the planet.

Water Dragon is a powerful hallucinogenic which is extremely addictive. Resembling a small lichen, the ingestion of the plant will cause visual and auditory hallucinations which are accompanied by emotional changes and an altered perception of time and space. These results include an enhancement of colors, odd light patterns, or increased clarity. Negative effects can include panic attacks, anxiety, and a difficulty to discern reality from fantasy. These effects will last up to 30 minutes.

During the hallucinatory period, the character's STR, DEX, and END should be dropped by half. The character will regain their original characteristic level at a rate of 1 point/5 minutes.

Water Dragon is normally harvested, dried, and then sold in packs of 5 grams. On worlds where Water Dragon is legal, a 5 gram pack will cost 30 HFCr. On worlds where it is illegal, the average price is 150 HFCr.

Extremes of Temperature

Unusually hot or cold temperatures can cause damage to a character unless the character is suitably protected. Such temperatures and the damage they can do to a character who is unprotected are listed in this table

Table: Extreme Temperatures

Temperature	Damage	Example
Below -200 C	3d6/round	Surface of Pluto
-200 C	2d6/round	Temperature of liquid nitrogen
-100 C	1d6/round	Surface of Ceres
-50 C	2d6/hour	Surface of Mars
-25 C	1d6/hour	Arctic Earth
0 C	None	Freezing point of water
50 C	1d6/hour	Arabian desert
100 C	2d6/hour	Boiling point of water
200 C	1d6/round	Surface of Mercury
500 C	2d6/round	Surface of Venus
Above 500 C	3d6/round	Surface of the Sun

Catching on Fire

Characters touching a fire source might find their clothes, hair, or equipment on fire. Those at risk of catching fire are allowed a Difficult (-2) Dexterity check to avoid this fate. If a character's clothes or hair catch fire, the character takes 2D6 damage immediately. In each subsequent round, the burning character must make another Difficult (-2) Dexterity check. Failure means the character takes a further 2D6 damage that round. Success means the fire has gone out.

A character on fire may automatically extinguish the flames by jumping into enough water to douse the flames or having a blanket put over them to smother the flames. If the character has no such means, rolling on the ground permits the character a DM+2 on the character's next Dexterity check.

Falling and Gravity

A character who falls on a world with a surface gravity of 1.0 (or standard gravity) suffers 1D6 damage per two meters (6.5 feet) fallen. Higher or lower gravities can increase or reduce this damage. Look up the world's surface gravity in its entry in the *Subsector Sourcebook* series or have the Referee determine the surface gravity. Multiply the falling damage by the surface gravity of the world. Always round this damage to the nearest whole number.

For instance, Robert Seafront falls a distance of two meters on Earth. Robert takes 4 points on damage as the surface gravity of Earth is 1.0 standard. Seafront takes the same fall on Thorpe (Sequoyah 0708) and will take 5 points of damage as the surface gravity of Thorpe is 1.24 per Subsector Sourcebook: Sequoyah (multiplying 4 points of damage by the gravity of 1.24 yields a result of 4.96 which rounds to 5). If Seafront takes this same fall on Nolan (Franklin 0805), he will take 2 points of damage as the surface gravity of Nolan is 0.48 standard as noted in Subsector Sourcebook: Franklin (multiplying 4 points of damage by the surface gravity of 0.48 yields a result of 1.92 which rounds to 2).

Poisons

Poisons operate in the same way as diseases, but generally work much faster and often have a wider range of effects. Most poisons do not have an interval but apply their damage immediately.

Table: Sample Poisons

Poison	DM	Damage
Arsenic	–2	2D6
Neurotoxin	–4	1D6 Intelligence
Tranq Gas	-1d6	Unconsciousness if END check is failed

Radiation Exposure

Radiation exposure is measured in rads. Once a character has absorbed a certain number of rads, he will suffer certain effects. One problem with radiation exposure is that while physical symptoms can be treated and may heal, the radiation never goes away. The character's rads must be tracked. Further exposure adds to what the character is already carrying around until a deadly level is reached. Accumulated rads can be removed using anti-radiation drugs. Characters exposed to a radiation weapon will receive a one-time dose of radiation. Entering a radioactive area or being exposed to a leak or solar flare will cause exposure each round or hour. Every time a character experiences exposure to radiation, they must check to see if they've come down with radiation sickness, as outlined on the Radiation Effects table. The character must make an Endurance check at the listed DM, and if he fails, he takes the damage listed and must make another Endurance check after the listed interval has passed. This cycle continues until the character succeeds at an Endurance check.

At any Radiation Level below Mild, the character is treated as having a lower Endurance characteristic score. If a character should accumulate enough rads to move to a higher Radiation Level, the new Endurance characteristic score immediately goes into effect. On the other hand, if a character moves to a lower Radiation Level, such as through anti-radiation drugs, the character heals the difference between the former level and the current level over time, as if it were physical damage. If a character's Effective endurance falls below zero, the character goes unconscious and cannot recover until their Radiation Level drops enough to allow healing to take place.

Table: Common Radiation Exposure Sources

Situation	Instant (rads)	Extended (rads)
Irradiated area, low level	--	1D6/hour
Irradiated area, moderate level	--	2D6/hour
Irradiated area, high level	--	6D6/hour
Irradiated area, severe level	--	12D6/hour
Active exposure, low level	3D6	3D6x10/hour
Active exposure, moderate level	1D6x10	1D6x100/hour
Active exposure, high level	2D6x10	2D6x100/hour
Active exposure, severe level	4D6x10	3D6x100/hour

Table: Radiation Effects

Radiation Level	Rads	Effective Endurance	DM	Damage	Interval
Mild	<100	--	None	None	None
Low	100-199	Endurance-1	+1	1D6	1D6 weeks
Moderate	200-599	Endurance-3	+0	1D6+2	2D6 days
High	600-999	Endurance-6	-1	1D6+4	1D6 days
Severe	1000+	Endurance-10	-2	1D6+6	1D6 hours

Starvation and Dehydration

Characters who are stuck in the mountains or stranded on the prairie might find themselves without food or water and with no means to obtain them. In normal climates, a character needs at least a gallon of fluids and about a pound of food per day to avoid starvation. In extremely hot climates such as the desert, characters need two or three times as much water to avoid dehydration.

A character can go without water for a number of hours equal to 20 plus twice the character's Endurance score. After this time, the character must make a Routine (+2) Endurance check each hour (DM-1 for each previous check) or take 1D6 damage.

A character can go without food for 3 days with a gnawing feeling in their belly and growing discomfort. After this time, the character must make a Routine (+2) Endurance check each day (DM-1 for each previous check) or take 1D6 damage.

Damage from thirst or starvation cannot be recovered until the character gets food or water.

Suffocation

In an area where sufficient oxygen is not long available, such as being inside a locked bank vault, a character begins to suffocate, suffering 1D6 damage each minute. A character who is utterly without air (such as one who is being smothered, strangled, or dumped out of an airlock) suffers 1D6 damage each round instead.

Vacuum Exposure

Beings exposed to the airless cold of space are not immediately doomed. Contrary to popular belief, characters exposed to vacuum do not immediately freeze or explode, and their blood does not boil in their veins. While space is very cold, heat does not transfer away from a body that quickly. The real danger comes from suffocation and ionizing radiation.

On the third round of exposure to vacuum, a character must succeed on a Very Difficult (-4) Endurance check each round or suffer from aeroembolism ("the bends"). A character that fails the check experiences excruciating pain as small air bubbles form in its bloodstream; such a character is considered stunned and generally unable to move and remains so until returned to normal atmospheric pressure. A character that fails the check with an Exceptional Failure (Effect -6 or lower) falls unconscious.

The real danger of vacuum comes from suffocation, though holding one's breath in vacuum damages the lungs. Treat anyone trapped in a hard vacuum as being utterly without air under the **Suffocation** rules.

Unfiltered radiation bombards any character trapped in the vacuum of space without protective gear. A character exposed to this ionizing radiation suffers from severe sunburn as well as the effects equivalent to a high-level irradiated area. See Radiation Exposure (p.490) for specific details.

Weather

Driving wind, rain, snowstorms and so forth give a –1 DM to ranged attacks from poor visibility and a –1 DM to ranged attacks from environmental interference. Extremely high winds and torrential rain can inflict a negative Dice Modifier of –1 to –4 to all skill checks.

Animals

Animal Encounters

While no one has ever discovered living intelligent alien life in Clement Sector, many worlds have an abundance of alien life on them. Many worlds have complex ecosystems and food chains which may be interrupted or disturbed by human colonization. Often when people enter such an ecological system, they will encounter the animals of the system, prompting natural reactions, such as attack or flight.

Although the precise nature of animals may change, and they may prove quite alien to ordinary experience, most will conform to the broad classifications given below. A Referee may choose to establish his own ecological system on a specific world, ignoring the encounter system outlined here. This system, however, is intended to allow broad latitude in both animal types and attack/defense mechanisms, while remaining essentially logical and reasonable.

Animal Types

Nearly all animals may be classified into four basic categories: herbivore, omnivore, carnivore, and scavenger. Specific definitions for these terms are provided and differ somewhat from the precise scientific definitions in current use. Within each category, a variety of animal types exist, based on specific feeding/hunting habits; examples of this concept are grazers, chasers, and pouncers.

Animals which are encountered in *Clement Sector* may be further classified into various categories and types, and specific attack and defense mechanisms determined. The resulting description indicates the actions an animal will take.

Animals and Characteristics

Animals have a similar range of characteristics to humans, but there are several differences:

Instinct: Instinct is the animal equivalent of Education. Animals apply their Instinct DM to tasks such as sensing prey or solving problems.

Pack: Pack is the animal equivalent of Charisma. The higher a creature's Pack score, the larger the group that it is associated with, and the more standing the creature has in that group.

Planetary Themes

A world's ecology can be extremely diverse. However, the Referee may elect to implement specific themes on a planetary basis, to create consistency and flavor in presentation. Distinctive features help make each world stand out to the players as unique experiences. These could range from basic symmetry to reproductive methods (and the associated genders), from the number of limb

pairs to the common sensory organs. The implementation of a planetary theme lies at the discretion of the Referee.

Step One: Choose a Terrain

Terrain has an impact on the type of animals one might encounter. Giant aquatic creatures are not found in forests, after all, nor are feathered flying creatures found flying at the bottom of the ocean. The first step in the rules for creating animals in *Clement Sector* is to choose the creature's terrain, as terrain can have a significant impact on an animal's statistics.

The Terrain DM Chart details modifiers for animal subtypes and sizes, in addition, the result of 1D6 determines the basic movement for a given creature (A for Amphibious, F for Flight, S for Swimming, and W for Walking). Some movement codes have a number after them; these are an additional Size DM for the animal.

Table: Terrain DM Chart

Terrain	Subtype DM	Size DM	1	2	3	4	5	6
Clear	+3	-	W	W	W	W	W+2	F –6
Plain or Prairie	+4	-	W	W	W	W +2	W +4	F –6
Desert (hot or cold)	+3	–3	W	W	W	W	F –4	F –6
Hills, Foothills	-	-	W	W	W	W +2	F –4	F –6
Mountain	-	-	W	W	W	F–2	F –4	F –6
Forest	–4	–4	W	W	W	W	F –4	F –6
Woods	–2	–1	W	W	W	W	W	F –6
Jungle	–4	–3	W	W	W	W	W +2	F –6
Rainforest	–2	–2	W	W	W	W +2	W +4	F –6
Rough, Broken	–3	–3	W	W	W	W +2	F –4	F –6
Swamp, Marsh	–2	+4	S –6	A +2	W	W	F –4	F –6
Beach, Shore	+3	+2	S +1	A+2	W	W	F –4	F –6
Riverbank	+1	+1	S –4	A	W	W	W	F –6
Ocean shallows	+4	+1	S +4	S +2	S	S	F –4	F –6
Open ocean	+4	–4	S +6	S +4	S +2	S	F –4	F –6
Deep ocean	+4	+2	S +8	S +6	S +4	S +2	S	S –2

Step Two: Determine the Animal's Type and Subtype

The Referee should then determine the animal's type and subtype. If the Referee is building up an encounter table, the animal's type is obvious: the type necessary to fill in this entry on the encounter table. Otherwise, the Referee must choose an appropriate type: Carnivore, Herbivore, Omnivore or Scavenger. The Referee might also roll on the 1D6 Animal Encounter Table Template to randomly choose an animal type.

Once the animal type has been determined, the Referee rolls 2D6, and add in the terrain's Subtype DM. After that, the Referee consults the Subtype by Animal Type table under the column of the animal's type to determine the animal's subtype.

Table: Subtype by Animal Type

2D6	Herbivore	Omnivore	Carnivore	Scavenger
1 or less	Filter	Gatherer	Pouncer	Carrion-Eater
2	Filter	Eater	Siren	Reducer
3	Intermittent	Gatherer	Pouncer	Hijacker
4	Intermittent	Eater	Killer	Carrion-Eater
5	Intermittent	Gatherer	Trapper	Intimidator
6	Intermittent	Hunter	Pouncer	Reducer
7	Grazer	Hunter	Chaser	Carrion-Eater
8	Grazer	Hunter	Chaser	Reducer
9	Grazer	Gatherer	Chaser	Hijacker
10	Grazer	Eater	Killer	Intimidator
11	Grazer	Hunter	Chaser	Reducer
12	Grazer	Gatherer	Siren	Hijacker
13 or more	Grazer	Gatherer	Chaser	Intimidator

Step Three: Note Modifiers and Skills by Subtype

Terran creatures that exemplify these specific subtypes are noted in brackets after the name. The Referee should make note of the characteristic modifiers and skills that are noted after the description – the exact level of skills varies depending on the particular creature.

Carrion-Eater (vulture): Scavengers which wait for all other threats to disperse before beginning. Carrion-eaters have Recon. Instinct +2.

Chaser (wolf): Animals which kill their prey by attacking and exhausting it after a chase. Chasers have Athletics. Dexterity +4, Instinct +2, Pack +2.

Eater (army ant): Eaters will eat anything they encounter, including characters. Endurance +4. Pack +2.

Filter (earthworm): Herbivores which pass their environment through their bodies are termed filters. Unlike grazers, which move to food, filters move a flow of matter through themselves and filter out the food. Endurance +4.

Gatherer (raccoon, chimpanzee): Gatherers are herbivores that collect and store food. Gatherers have Recon. Pack +2.

Grazer (antelope): Grazers move from food source to food source, often in large packs. Their primary form of defense tends to be fleeing danger. Instinct +2, Pack +4.

Hijacker (lion): Scavengers which steal the kills of others through brute force or weight of numbers are hijackers. Strength +2, Pack +2.

Hunter (baboon): Opportunistic predators that stalk easy prey. Hunters have Survival. Instinct +2.

Intermittent (elephant): Herbivores that do not devote their entire time to searching for food. Intermittents have Pack +4.

Intimidator (coyote): Scavengers which establish their claim to food by frightening or intimidating other creatures.

Killer (shark): Carnivores that possess a raw killing instinct, attacking in a frenzied manner. Killers have Natural Weapons and either Strength or Dexterity +4, Instinct +4, Pack –2.

Pouncer (cat): Pouncers kill by stalking and ambushing their prey. Pouncers have Recon and Athletics. Dexterity +4, Instinct +4.

Reducer (vermin): Reducers are scavengers that act constantly on all available food, devouring even the remains left by other scavengers. Pack +4

Siren (Venus flytrap): Sirens create a lure to attract prey. Usually, this lure will be specific to the species the siren preys on, but some rare lures are universal. Pack –4.

Trapper (spider): An animal which allows its prey to enter a trap. Generally, any creature surprised by a trapper is caught in its trap. Pack –2.

Step Four: Determine Animal Size and Characteristics

For each creature, roll 2D6 for its Size and apply any Size DMs based on terrain and movement. The creature's Size determines its Weight, Strength, Dexterity and Endurance – for example, a roll of 7 means that the creature has a mass of 100kg, a Strength score of 3D6, a Dexterity score of 3D6 and an Endurance of 3D6.

Intelligence for most animals is 0 or 1. Roll 2D6+DMs for the animal's Instinct and Pack. To determine the number appearing value, consult the Number Appearing by Pack Characteristic Score table.

All animals have at least Athletics 0, Recon 0, and Survival 0, and most will have 1D6 ranks split among these skills, Natural Weapons, and any skills listed in their behavior.

Table: Animal Size

2D6	Weight (kg)	Strength	Dexterity	Endurance
1 or less	1	1	1D6	1
2	3	2	1D6	2
3	6	1D6	2D6	1D6
4	12	1D6	2D6	1D6
5	25	2D6	3D6	2D6
6	50	2D6	4D6	2D6
7	100	3D6	3D6	3D6
8	200	3D6	3D6	3D6
9	400	4D6	2D6	4D6
10	800	4D6	2D6	4D6
11	1,600	5D6	2D6	5D6
12	3,200	5D6	1D6	5D6
13	5,000	6D6	1D6	6D6
14	10,000	6D6	1D6	6D6
15	15,000	7D6	1D6	7D6
16	20,000	7D6	1D6	7D6
17	25,000	8D6	1D6	8D6
18	30,000	8D6	1D6	8D6
19	35,000	9D6	1D6	9D6
20+	40,000	9D6	1D6	9D6

Table: Number Appearing by Pack Characteristic Score

Pack	Number Appearing
0	1
1–2	1D6-3 (minimum 1)
3–5	1D6
6–8	2D6
9–11	3D6
12–14	4D6
15+	5D6

Step Five: Determine Animal's Weapons, Armor, and Base Speed

Roll 2D6 separately for the animal's Weapons and Armor.

Weapons: When generating weapons, roll 2D6 and consult the Animal Weapons table. Add a +8 DM if the animal is a Carnivore and a +4 if it is an Omnivore; subtract a –6 DM if the animal is an Herbivore. Scavengers automatically have Teeth in addition to any other weapons. If a number is present after the Weapons type, then add that number to the number of damage dice the creature rolls. Damage from attacks depends on the creature's Strength score, as shown in the Damage by Strength table.

Armor: When generating an animal's armor, roll 2D6-7, and add the animal's Size result (the die roll result that determined the animal's size, not the actual weight of the animal.) Add a +4 DM when rolling for armor if the animal is an Herbivore, and a +2 if it is an Scavenger; apply a –2 DM if the animal is a Carnivore. Also, Flyers suffer a –2 DM when determining armor. Consult the Animal Armor table for the animal's armor rating.

Base Speed: An animal's base speed is determined by generating a Speed Multiplier, as per the Animal Speed Multiplier by Subtype table, and multiplying that by 6, which is the average speed of a human in meters per minor action. If an Animal Speed Multiplier value falls below the value found in the Minimum Speed column, round it up to the Minimum Speed value.

Table: Animal Weapons

2D6	Weapons
1 or less	Hooves
2	Hooves and Horns
3	Horns
4	Hooves and Teeth
5	Horns and Teeth
6	Thrasher
7	Claws
8	Teeth
9	Claws and Teeth
10	Claws +1
11	Stinger
12	Teeth +1
13	Claws +1 and Teeth +1
14	Claws +1 and Stinger +1
15	Claws +2
16	Teeth +2
17	Claws +2 and Teeth +2
18	Claws +2 and Stinger +2
19+	Projectile

Table: Damage by Strength

Strength	Damage
1–10	1D6
11–20	2D6
21–30	3D6
31–40	4D6
41–50	5D6
51–60	6D6
61-70	7D6
71-80	8D6
81-90	9D6
91+	10D6

Animal Characteristic Modifiers

Characteristic Value	Modifier
15-17	+3
18-20	+4
21-23	+5
24-26	+6
27-29	+7
30-32	+8
33-35	+9
36-38	+10
39-41	+11
42-44	+12
45-47	+13
48-50	+14
51+	+15

Table: Animal Armor

2D6	Armor
1 or less	0
2	0
3	0
4	1
5	1
6	2
7	2
8	3
9	3
10	4
11	4
12	5
13	5
14	6
15	6
16	7
17+	7

Table: Animal Speed Multiplier by Subtype

Type	Speed Multiplier	Minimum Speed
Chaser	1D6-2	2
Killer	1D6-3	1
Pouncer	1D6-4	1
Siren	1D6-4	0
Trapper	1D6-5	0
Filter	1D6-5	0
Grazer	1D6-2	2
Intermittent	1D6-4	1
Eater	1D6-3	1
Gatherer	1D6-3	1
Hunter	1D6-4	1
Carrion-eater	1D6-3	1
Hijacker	1D6-4	1
Intimidator	1D6-4	1
Reducer	1D6-4	1

Universal Animal Format

The following format is used to represent animal's basic game statistics in *Clement Sector.*

[Animal Name; optional]
[Size]kg [Subtype] ([Type]), [Terrain] [Locomotion], [Animal UPP, replacing Education with Instinct and Charisma with Pack], #App: [Number Appearing]
[Animal Skill List, in alphabetical order, with skill levels listed after skill names]
[Animal weapons]; [Animal armor]; Speed: [Speed]m
[Animal Description; optional]

Animals in Combat

Unless otherwise noted, animals operate just like characters in combat. The range category of an animal's weapons can be found in the Animal Weapon Ranges table. Animals will use the Melee (Natural Weapons) skill.

Table: Animal Weapon Ranges

Weapon	Range
Claws	melee (extended reach)
Hooves	melee (extended reach)
Horns	melee (extended reach)
Projectile	ranged (thrown)
Stinger	melee (close quarters)
Teeth	melee (close quarters)
Thrasher	melee (close quarters)

Animal Reactions

When characters disturb an animal or otherwise draw attention to themselves while within its territory roll 2D6 and consult the Animal Reactions by Subtype table. If the result on the table is neither attack nor flee, then the animal stands still until provoked again, in which case roll again.

Table: Animal Reactions by Subtype

Type	Attack	Flee
Chaser	If the chasers outnumber the characters, they attack.	5-
Killer	6+	3-
Pouncer	If the pouncer has surprise, it attacks.	If the pouncer is surprised, it flees.
Siren	If the siren has surprise, it attacks.	4-
Trapper	If the trapper has surprise, it attacks.	5-
Filter	10+ if possible	5-
Grazer	8+	6-
Intermittent	10+	4-
Eater	5+	4-
Gatherer	9+	7-
Hunter	If the hunter is bigger than at least one character, then it attacks on a 6+. Otherwise, it attacks on a 10+	5-
Scavenger		
Carrion-eater	11+	7-
Hijacker	7+	6-
Intimidator	8+	7-
Reducer	10+	7-

Social Interactions

In Clement Sector, an encounter is defined as an unexpected or casual meeting with someone or something. A large part of the Referee's job is the administration of encounters. Through encounters, the Referee presents information, opportunities, and conflicts for the players to interact with, which is the core of any gaming session.

There are several different types of social encounters: routine, legal, patron, random, rumor and scenario. The Encounter Types Overview table offers suggestions on the frequency of various encounters, and the chance associated with the occurrence of such an encounter.

Encounter Tables

This chapter provides several encounter tables to serve as inspiration for the Referee. The Referee is encouraged to create tables more in line with their game universe or with the specific adventure they are running.

Table: Encounter Types Overview

Encounter Type	Frequency	Chance
Routine	As needed	As needed
Scenario	As needed	As needed
Legal	Daily	Law Level or less on 2D6
Random	Daily	8+ on 2D6
Patron	Weekly	9+ on 2D6
Rumor	Weekly	7+ on 2D6

Routine Encounters

Routine encounters involve meeting normal people while doing normal activities, such as interviewing potential crew members in a starport diner or buying new ammunition from the clerk in a gun shop. Such scenes are rarely important in and of themselves. From a roleplaying perspective, routine encounters create a background of expected behavior that makes scenario encounters and random encounters stand out in comparison because of their unexpected content. Routine encounters help move characters logically from the time and place of one important scene to the next.

Scenario Encounters

Within the Clement Sector rules, an adventure is defined as a story for players to experience, comprised of a series of related scenes or encounters. These related encounters are called scenario encounters because they serve to further the plot of the adventure toward its climax. The Referee creates scenario encounters as dictated by the story they will tell.

Random Encounters

Random encounters offer players a sense of variety in their gaming experience. These colorful encounters often include individuals pursuing goals that are unrelated to those of the adventurers themselves. From a roleplaying perspective, random encounters help create the illusion of a universe that exists outside of the adventurers' experiences, thus creating a sense of verisimilitude.

Random encounters can be determined by rolling a D66 on a table such as the Random Encounters table presented in these rules. Unique tables might be created for specific worlds or adventures. As with other social encounters, non-player character reactions may be determined randomly by the Referee or selected according to the nature of the situation.

Table: Random Encounters

D66	Encounter
11	Adventurers
12	Starship Crew
13	Ambushing Brigands
14	Bandits
15	Beggars
16	Belters
21	Drunken Crew
22	Fugitives
23	Government Officials
24	Guards
25	Hunters and Guides
26	Law Enforcers on Patrol
31	Local Performers
32	Maintenance Robots
33	Merchants
34	Military Personnel on Leave
35	Politician with Bodyguards
36	Peasants
41	Political Dissident
42	Potential Patron
43	Public Demonstration
44	Religious Pilgrims
45	Reporters
46	Researchers
51	Riotous Mob
52	Security Troops
53	Servant Robots
54	Soldiers on Patrol
55	Street Vendors
56	Technicians
61	Thugs
62	Tourists
63	Traders
64	Vigilantes
65	Workers
66	Referee's Choice

Legal Encounters

Legal encounters involve interactions with local planetary law enforcement. Some worlds have stricter laws than others. This is represented by the world's Law Level value. The higher the Law Level, the more likely that offworld visitors will be harassed by local law enforcement. When the Referee determines that a legal encounter happens, a local police officer will stop the adventurers and require identification. Further complications are at the Referee's discretion.

Patron Encounters

A patron is a non-player character that gives financial or other support to a person, organization, cause, or activity. In Clement Sector, these are often referred to as “Plots”. Referees often use patrons as a tool to attempt to engage player characters in adventures. Patron encounters represent the beginning of an open-ended adventure idea, aka the hook. The patron provides the mission that serves as the basis for an adventure, as well as the reward for successfully completing it. Adventurers frequently seek out patrons as a source of employment. Less frequently, a patron may seek out the adventurers, based on their reputation. The Referee may roll a D66 on the Patron Encounters table or create one independently.

Table: Patron Encounters

D66	Potential Patron
11	Agent
12	Athlete
13	Belter
14	Broker
15	Bureaucrat
16	Businessperson
21	Celebrity
22	Colonist
23	Con Artist
24	Corporate Executive
25	Courier
26	Diplomat
31	Drifter
32	Educator
33	Entertainer
34	Financier
35	Fugitive
36	Hijacker
41	Hunter
42	Marine
43	Mercenary
44	Merchant
45	Navy
46	Local Noble
51	Physician
52	Pirate
53	Politician
54	Rogue
55	Scientist
56	Scout
61	Smuggler
62	System Defense Officer
63	Technician
64	Terrorist
65	Tourist
66	Referee's Choice

Format for Patron Encounters

Some Referees prefer to “wing it,” and consider little more than a patron’s name and the mission at hand. However, for those seeking a more detailed way of creating reusable patron encounters, the Clement Sector rules offers a comprehensive format for recording patron encounters. This format identifies five specific elements for a given patron. These are:

- The patron's name and role. Names can be changed if the patron encounter is reused.
- The skills and resources required to complete the mission
- The suggested reward for the mission
- The mission as described to the characters
- What's really going on. Several possible variants are presented – either pick or roll for which is the real situation. This is the key element that allows reusability.

In addition, Independence Games publishes the **21 Plots** series which uses this format to provide pre-made adventures for Referees to use.

Here is an example, from **21 Plots,** of a patron encounter captured in this format:

Daddy's Boy

The characters are approached by a wealthy patron, Armand Zevon, whose son, Guy, has gotten into trouble on a world with a high law level and a corrupt government. The man has attempted to gain his son's release through legal channels, but all has failed.

The patron will pay 25,000 Cr for the retrieval of his son if the characters can return Guy alive and well. In addition, he will provide 10,000 Cr for the characters to use for bribery purposes. The characters may keep whatever remains unused from the bribery fund.

Roll 1d6 and consult the chart.

1	The local government is little more than a group of kidnappers and thugs. Guy Zevon was simply a tourist who showed off too much of his wealth on an impoverished world. The government officials will take a bribe of as little as 5000 Cr to allow the son's release.
2	As 1, except the minimum bribe is the full 10,000.
3	As 1, except the minimum bribe is actually 12,000. Hopefully, the characters will have enough to make up the difference. If they do not, the local government will simply kill Guy as a demonstration of their seriousness.
4	As 2, except Guy has come to see how repressive the local government is. Once Guy learns that the characters are there to give money to the government, he will refuse to allow the government to be funded by his release. The characters must either convince him or find an alternate solution.
5	As 1, except the son is not simply a tourist. He is a student activist at his university and has taken on the cause of a group of rebels against the government. The minimum bribe is 20,000 credits. However, the rebels will be willing to aid the characters in breaking the son out of the prison if they so desire. The characters will gain 2d6+2 armed rebels to aid them.
6	As 4 and 5, except the rebels are unwilling to help the son of a wealthy capitalist. The characters will have to come up with the 20,000 credits, break him out on their own, or come up with another solution.

Rumors

Rumors are best thought of as encounters with information rather than with people or events. Rumors often fill one of two different roles: they plant the seed for a potential new adventure, or they provide background information that makes the universe seem larger than just the character's experiences. Rumors can take many forms, including, but not limited to, graffiti on the walls, newspaper or online articles, overheard conversations, secret notes, and televised broadcasts.

Because rumors are encounters with information, the player character has no patron should they decide to pursue the rumor itself. If the matter doesn't pan out, the player character has no one to blame but himself. However, given the promise of potential reward, enterprising characters are likely to attempt to exploit the information they've uncovered.

Random encounters are often determined by rolling a D66 on a table such as the Random Rumor Content table presented in these rules. As with other encounter types, unique tables might be created for specific worlds or adventures.

Table: Random Rumor Content

D66	Encounter
11	Background information
12	Background information
13	Broad background information
14	Broad background information
15	Broad background information
16	Completely false information
21	General location data
22	General location data
23	General location data
24	Helpful data
25	Important fact
26	Information leading to trap
31	Library data reference
32	Library data reference (general information)
33	Library data reference (general information)
34	Major fact
35	Major fact
36	Minor fact
41	Minor fact
42	Misleading background data
43	Misleading background data
44	Misleading background information
45	Misleading background information
46	Misleading background information
51	Misleading clue
52	Obvious clue
53	Partial (potentially misleading) fact
54	Reliable recommendation to action
55	Specific background data
56	Specific background data
61	Specific location data
62	Specific location data
63	Terminology
64	Veiled clue
65	Veiled clue
66	Referee's Choice

Influencing Attitudes

The Referee determines the starting attitude of any character the characters encounter during the game. The characters can then try to influence the character's attitude using Charisma and various interaction skills, such as Persuade and Carouse. The Attitude Descriptions table describes the effects of character attitudes.

Table: Attitude Descriptions

Attitude	Means	Possible Actions
Hostile	Will take risks to oppose you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't care either way	Socially acceptable interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to aid you	Protect, back up, heal, aid, support

Characters can attempt to improve another's attitude, using a Difficult (-2) Charisma-based check using the appropriate skill, usually Persuade. With a success, the character's attitude is improved by one step; with an exceptional success, the attitude improves by two steps. Note that a particularly bad influence check can make a character's attitude worse. On an exceptional failure, the character's attitude shifts one step more Hostile. In general, a character can attempt to influence another character only once in any given scene.

Players get to choose their characters' attitudes, and so interaction skills cannot force a player-character to behave in a specific way. Further, these results are guidelines to the Referee on how to play an NPC and are not hard requirements. Referees may determine that an NPC's attitude has changed but they are attempting to hide this or to mislead the character. While these are meant to give a Referee an easy method of playing NPCs, they should not restrict a Referee into only these responses.

NPCs

"Everybody always thinks that the successful holovid is one that gives you an amazing central character. That's not true. It's all about the ensemble, the entire cast. Sure, Colin Drake is the main character but it's the idealistic captain, the singing engineer, the Quinn brothers, and the plucky comic relief that keeps people coming back to Superpirate! again and again." - Richard Harbringer, "The Making of Superpirate! Season 1, Harbringer Productions, October 15, 2248 (standard)

Non-player characters (shortened to NPCs) are characters which inhabit the setting of a role-playing game which are not controlled by the players of the game. However, they can be an integral part of the character's world representing their family, friends, acquaintances, rivals, and enemies. They are everyone in the setting from the antagonist of the adventure to the bartender at the local nightclub to the people that the characters pass in the hallways of the starport.

NPCs in *Clement Sector* are obtained in several different ways. They can be obtained as a mustering out benefit for a character's career, as a part of an event during character generation, or during the course of a game. We will cover each of these through this discussion and show the Referee how to make those NPCs more interesting and how to give them more depth. This will also provide ways to keep the NPCs feeling like integral parts of the characters' lives rather than just a stat block on their character sheet.

First, however, we should cover the types of NPCs which can be obtained.

Contacts

A Contact is an NPC which has a connection to the character. This connection may be through family, friends, a career, or simply through the course of an adventure. If a character consistently visits a local nightclub, then they may become acquainted with the bartender. This will lead to the bartender becoming a Contact. Contacts can be anything from a well-liked acquaintance to someone with whom the character has only a tenuous connection.

Contacts which are obtained during character generation were often involved in the same career or events as the character was. These sorts of connections are often spelled out in the event and the level of the connection is often implied in the event. Contacts obtained in events should be from the career specified in the event or can be from other careers if not specified. Contacts will begin their connection with the character with a Relationship Rating determined by the Contact Type.

Contacts will be helpful in obtaining information or useful equipment. However, a Contact will never do anything to risk their lives or livelihood to assist the character. For instance, a Contact which is a nurse might be able to give basic information about health or help with obtaining a common and legal drug or first aid equipment, but the nurse will not be willing to provide confidential information about a patient or help the character obtain a drug which is a controlled substance. The Contact is willing to assist the character but is not willing to risk their lives or their employment in doing so.

Contacts can be persuaded to do something that they would not normally do but this requires a successful Persuade roll at Difficult (-2) and this will have negative repercussions on the character's relationship with the Contact (see p.525).

While Contacts obtained in character generation can be defined by the player or the Referee at the time they are gained, it is also possible to determine the nature of the Contact over time. Contacts can be noted on the player's character sheet and then detailed by the player as needed. For instance, if the character is on Cascadia and they suddenly need the use of a member of the CCA, the player can choose to now define one of their Contacts as a member of the CCA. That Contact is now defined and may not be changed. Contacts which are used this way have a Relationship Rating of 50 the moment that they are defined. This is the preferred method of the author in determining Contacts during campaigns, but it is not the only way to define a Contact. In one-shot or convention games, it will likely be necessary to define the Contacts before game play.

Contacts which are undefined in nature can also be detailed by the decision of the player or by rolling on the Contact charts on this page. Players should always have the choice of detailing the Contact themselves but if they are having trouble or simply wish to let the dice decide, then this table should be used. If a result is deemed inappropriate for the character, feel free to roll again, let the player decide, or simply allow the Contact to be defined over time.

2d6	Contact Meeting
2-4	Contact is a member of a random profession determined by rolling on the occupation chart on p.527 met in the course of the character's career.
5-7	Contact is a member of the profession in which the character was involved at the time the Contact was obtained.
8-9	Contact is a member of a profession which has some connection to the career in which the character was involved.
10-12	Contact was met through a non-career connection such as met at a party, met during a sporting event, etc.

2d6	Contact Type
2-4	Hardly know them. The character is aware of the Contact and vice versa but they are not well acquainted. Contact may have trouble remembering the character's name, but they know of each other's expertise or reputation. The Contact begins with a Relationship Rating of 10.
5-7	Acquaintance. The character knows their name, what they do, and can call upon them for their expertise if needed. The Contact begins with a Relationship Rating of 20.
8-10	Well-known acquaintance. The character is well-acquainted with the Contact, and they know much about one another. Not quite friends but both have a mutual respect. The Contact begins with a Relationship Rating of 50.
11-12	Friends. The character and the Contact are well-acquainted with one another to the point of having feelings of affection or regard. The Contact begins with a Relationship Rating of 100.

Allies

Allies are NPCs which have a strong bond with the character. They might be a mentor, a beloved family member, a best friend, a lover, or a spouse. Allies are important NPCs to the character and the ally will have a strong relationship with the character.

In some cases, allies are like Contacts. They can provide any of the same assistance or service to the character as a Contact. Unlike a Contact, an Ally will be willing to risk their life or livelihood for the good of the character. Keep in mind, however, that going back to that Ally too many times for such a risky favor may lead to a degradation in the relationship (see p.525)

Much like other NPCs, Allies which are obtained in character generation events will be as described in that event. They may be from any connection to the character and might be someone who feels that they owe their life or livelihood to the character. Always follow the lead of the event in determining where the ally originated.

As with other NPC types, any Ally which is obtained from mustering out benefits will be an Ally from that career. While the exact nature of the Ally can be assigned by the player or rolled up, the Ally will be a member of the same career from which the character obtained them from the mustering benefit.

Allies will begin with a Relationship Rating determined by the type of Ally that they are. If an Ally is undefined in nature, the Ally can be detailed by using the following chart. Note that not all results may fit in with the nature of the character as envisioned by the player. While it is always better for the player to be able to define the nature of the Ally, those who need assistance or simply want to let the roll of the dice make the decision, can use the table below to give an idea of the nature of the Ally. Again, the player and Referee are to use their discretion to determine if the result is appropriate for the character. If, for instance, one is rolling on the table for an Ally gained in childhood, then “spouse” or “lover” is an inappropriate result and should be changed. Of course, if the player has already determined that their character is asexual or a loner, these results may also be inappropriate for the character.

2d6	Ally Type
2-3	Mentor/student. The Ally sees the character as someone to help become a better person or is someone who looks up to the character as an example of what they could become. The Ally begins with a Relationship Rating of 125.
4-5	Family member. The Ally is one of the family members determined by choice of the player or by the process on p.182-186. The Ally not only has a familial bond with the character but also a deep friendship as well. The Ally begins with a Relationship Rating of 150.
6-8	Best friend. This person has become one of the character's most important friends. The Ally begins with a Relationship Rating of 150.
9-10	Lover. This person is, has been, or wishes to be in a romantic situation with the character. This love may or may not be returned by the character, but the Ally has strong romantic feelings for the character and, thus, is willing to aid them in any way possible. The Ally begins with a Relationship Rating of 150.
11-12	Spouse. This person has become the character's spouse or has agreed to become part of a polyamorous group with the character. The Ally begins with a Relationship Rating of 175.

Rivals

Rivals are NPCs who often see the character as a danger, threat, or nuisance. However, in some cases, the NPC might not have anything personal against the character but rather see them as a competitor. Rivals will be working against the character but will never do anything willingly to damage the character that will also damage themselves. Rivals are generally obtained during character generation as someone who is competing against the character for a position, object, or goal. Rivals are often working against the character when they are obtained and may continue to work against the character long after the goal in question has been achieved.

Rivals can be obtained through the character creation process, but they may also develop during a game. These Rivals can arise through interactions with the character and become some of the most interesting NPCs in the game.

Rivals will not willingly provide information or material to the character unless they feel that doing so will aid them in their own pursuits. Any attempt to persuade a Rival should be done at a disadvantage such that even if the Rival is being benefitted from the given aid that they should feel as if they are possibly making a mistake in doing so.

Rivals obtained in a career will be members of that career as well unless otherwise stated. Rivals which appear during character generation will originate on the homeworld of the character at that time unless otherwise stated and may gain much of their background from the event result which spawned them.

Rivals can, like all NPCs, have their perspective on the character change over time. They begin their rivalry with a Relationship Rating determined by the type of Rivalry. If the Rival's motivations are not

explained in an Event or Mishap, you can determine the motivations and type of the Rival by rolling on this chart.

2d6	Rival Motivation
2-3	Fiery. The NPC believes the character is a danger to the profession which they share or to the planetary society, or even society as a whole. The Rival will do anything they can to disrupt the character's career or life short of creating problems or danger for themselves. The Rival begins with a Relationship Rating of -85.
4-5	Intense. The NPC views the character as a major problem to the profession or society as a whole. While the NPC will take the character's actions as a threat, they will not concentrate all of their efforts against the character. The Rival begins with a Relationship Rating of -75.
6-8	Dislike. The NPC has a dislike of the character and wants them to fail but will only make token attacks against them. If asked about the character, the NPC will give a negative view of the character. The Rival begins with a Relationship Rating of -50.
9-10	Envious. The NPC is envious of the character because of their success, wealth, position, rank, or an achievement. The NPC will be willing to do anything short of placing themselves in danger to obtain what they believe that the character has. They have no real dislike of the character as much as they want what the character has. The Rival begins with a Relationship Rating of -50.
11-12	Friendly. The NPC sees the competition with the character as a friendly rivalry which is necessary for the continuing success of both the character and the NPC. They do not hate or dislike the character rather they may have a great respect for the character or, at the very least, feel the character is worthy of their rivalry. They want to continue the rivalry to make both themselves and the character better. The Rival begins with a Relationship Rating of -25.

Enemies

Enemies are NPCs who see the character as a danger, threat, or nuisance. Enemies will be willing to do anything they can to hurt or damage the character even if it means risking some harm to themselves in the process. Whereas a Rival simply dislikes a character, an Enemy hates the character. Enemies will hold a deep-seated grudge against the character that will often last a lifetime.

Enemies are generally obtained in character creation through Events and Mishaps. Unless stated otherwise, Enemies will be part of the career in which they were obtained. Their characteristics can be expanded upon through the use of the process on p.518 as well as their personality quirks as on p.519-520, but there will often be reasons for this dislike of the character built into their arrival through the character creation process. Enemies derived during character generation will originate from the homeworld of the character at the time the Enemy is obtained.

Enemies will not willingly aid the character or provide them with information or material. Persuading them to do so should be done at a major disadvantage.

Enemies are most often obtained during the character creation process, but they may also arise during a campaign. However, Referees should only make Enemies for the characters if the Enemy is willing to do anything to destroy the character's lives or livelihood. If the NPC is unwilling to make such a sacrifice, then they are better classified as Rivals.

Enemies can change their perspective over time. Enemies will have a Relationship Rating based on their specific type of Enemy. See the chart below for more details.

If the Enemy's motivations are not explained in an Event or Mishap, you can determine the motivations and type of the Enemy by rolling on the chart listed below this paragraph.

2d6	Enemy Type
2-3	Complete Hatred. The Enemy loathes everything about the character and may even take contradictory positions just to continue opposing the character. The Enemy starts with a Relationship Rating of -185.
4-5	Hatred. The Enemy loathes many of the things about the character and will seek to oppose them whenever possible. The Enemy starts with a Relationship Rating of -170.
6-8	Contempt. The Enemy dislikes some aspects of the character but hates other traits of the character. The Enemy will oppose most of the character's viewpoints and goals. This Enemy begins with a Relationship Rating of -160.
9-10	Enmity. The Enemy has a deep dislike for several traits, views, or goals of the character. This Enemy will begin with a Relationship Rating of -145.
11-12	Antagonistic. The Enemy has a deep dislike for one of the traits, views, or goals of the character. This Enemy will begin with a Relationship Rating of -125.

NPC Personality Quirks Chart

Each NPC in the character's life has their own personality quirks. Roll a d6 for each of the NPCs in the character's life. On a roll of 1-5, roll once on the quirks chart. On a roll of 6, roll twice on the chart. If you roll the same quirk twice, re-roll the second result.

If the NPC gains a quirk that doesn't seem to fit, feel free to re-roll that result. If the NPC already has a stated personality quirk from the Event or Mishap that was rolled during character generation, feel free to use that instead of rolling or you can simply think of the roll as an additional quirk.

Sometimes, you will get results which may seem contradictory. If this happens, you are free to re-roll that result, but it is recommended that you consider that this may be the mark of a complex personality. For instance, "Greedy" and "Generous" may seem to conflict with one another but this may be an apt description of a wealthy person who has amassed a great fortune but also gives generously to some local charities.

Some quirk results will indicate a change to the NPC or indicate some additional possibilities for change in their relationship rating. Be sure to note these as well as the quirk when adding the NPC to a character sheet or NPC sheet.

NPC Personality Quirks Table

D66	Personality Quirks
11	Abrasive. The NPC is annoying and tends to cause ill will among those around them. The sort of person who nitpicks holovids and trolls people in worldnet forums. Decrease this NPC's Relationship Rating by -10 during relationship shifts.
12	Egotistical. The NPC is vain and boasts about themselves a great deal. They are constantly speaking about themselves and their accomplishments. Decrease this NPC's Relationship Rating by -10 during relationship shifts.
13	Violent. The NPC is prone to violence. They will lash out physically against any perceived problem. Decrease this NPC's Relationship Rating by -10 during relationship shifts.
14	Cruel. The NPC willingly and knowingly causes pain and distress in others. They will often detect a weakness in a person's psyche and exploit it for their own amusement. Decrease this NPC's Relationship Rating by -10 during relationship shifts.
15	Greedy. The NPC has a strong desire for wealth or profit. While all of us require money to survive and prosper, this NPC has placed the acquisition of wealth above all else. Decrease this NPC's Relationship Rating by -5 during relationship shifts.
16	Envious. The NPC has a constant discontent with themselves and their situation and an obsession with the advantages, success, or possessions of other people. Decrease this NPC's Relationship Rating by -5 during relationship shifts.
21	Lustful. The NPC is motivated by lust and will have strong sexual desires that will override other aspects of life. Decrease this NPC's Relationship Rating by -5 during relationship shifts.
22	Liar. The NPC tells a great many falsehoods. They will often make intentionally inaccurate statements about themselves or others. Decrease this NPC's Relationship Rating by -5 during relationship shifts.
23	Skeptical. The NPC approaches all subjects of interest with an attitude of doubt. They will find it difficult to believe anything without proof.
24	Superstitious. The NPC has a great many beliefs which are not based in reason or knowledge. They will often assign ominous significance to seemingly innocuous things, circumstances, or occurrences.
25	Lazy. The NPC is often idle and sluggish. They will frequently display an aversion to work or exertion.
26	Incapable. The NPC is incompetent at the career or job in which they find themselves. They will often cause problems due to this lack of talent.
31	Ambitious. The NPC is obsessed with achieving or obtaining success, power, or a specific goal often to the detriment of those around them.
32	Blunt. The NPC is abrupt in the manner and often shuns normal societal expectations of decorum. Decrease this NPC's Relationship Rating by -5 during relationship shifts.
33	Cautious. The NPC is concerned about the danger of many situations or activities which would normally not be considered a problem. They will often hesitate in situations which they feel are dangerous no matter if the situation is dangerous or not.
34	Ignorant. The NPC is lacking in knowledge in their field of endeavor or study. They are often uninformed or unaware of the situation which faces them. Decrease the NPC's Education score by 2.
35	Naïve. The NPC has a lack of sophistication and judgment. They often do not understand the complexities of reality and do not understand that some may have ulterior motives. Decrease the NPC's Charisma score by 2.

36	Introverted. The NPC is shy and often finds happiness in solitude or small groups. They are often concerned only with their own thoughts and feelings which can lead to a lack of interest in the thoughts and feelings of others. Decrease the NPC's Charisma score by 2.
41	Energetic. The NPC has an abundance of energy. This can cause the NPC to not note dangers which might await them.
42	Intelligent. The NPC has a good understanding of ideas and situations and is quick to comprehend new ones which they might encounter. They are often fast witted and able to easily grasp solutions to problems. Increase the NPC's Intelligence score by 2.
43	Extraverted. The NPC is outgoing and gregarious. They are often concerned mainly with the social environment and the dynamic of groups in which they belong or desire to belong. Increase the NPC's Charisma score by 2.
44	Conservative. The NPC desires to preserve existing conditions and institutions or wishes to restore older or traditional ones. They will dislike change.
45	Liberal. The NPC wishes to reform existing conditions and institutions and often wishes to create new ones. They will often be dissatisfied with the status quo.
46	Handy. The NPC is skillful with their hands. They will often be knowledgeable or experienced with physical labor or repair of devices. Add a level of Mechanics to the NPC.
51	Considerate. The NPC shows kindness and has a deep regard for the feelings or circumstances of others. Increase this NPC's Relationship Rating by 5 during relationship shifts.
52	Peaceful. The NPC is not violent. They will often shun argumentative or hostile situations. Increase this NPC's Relationship Rating by 5 during relationship shifts.
53	Imaginative. The NPC has an exceptional imagination. They will be capable of forming mental images of things which they have created or originated.
54	Dependable. The NPC is trustworthy and reliable. They are often loyal to their friends, family, and colleagues. Increase this NPC's Relationship Rating by 5 during relationship shifts.
55	Diligent. The NPC has the will and stamina to accomplish a given task. They will often not be deterred by minor difficulties or monotony.
56	Austere. The NPC is self-disciplined and serious. They will shun luxury and excess.
61	Forgiving. The NPC is capable of easily forgiving. They will attempt to rid themselves of resentment and ill will concerning past transgressions. Increase this NPC's Relationship Rating by 10 during relationship shifts.
62	Generous. The NPC is unselfish and often gives of their wealth, time, or abilities. They will often be willing to help those in need. Increase this NPC's Relationship Rating by 10 during relationship shifts.
63	Honest. The NPC will avoid untruths and will be honorable in their principles and intentions. They will attempt to be fair to those around them. Increase this NPC's Relationship Rating by 10 during relationship shifts.
64	Humble. The NPC is neither proud nor boastful. They are often courteous and respectful. Increase this NPC's Relationship Rating by 10 during relationship shifts.
65	Courageous. The NPC is brave. They will often be able to face difficulties and dangers that others would seek to avoid. Increase this NPC's Relationship Rating by 10 during relationship shifts.
66	Friendly. The NPC will be amicable and kind. They will often be willing to enter a positive relationship with those with which they are unfamiliar. Increase this NPC's Relationship Rating by 10 during relationship shifts.

NPC Events Chart

Few people are static in their lives and the NPCs in your game are no different. Things happen. There are births, deaths, fortunes, and misfortunes in the lives of your NPCs and those around them.

While the Referee is always free to come up with events which fit their storyline or plot, some NPCs may not always be part of the action. This chart should be used if the NPC is somewhat out of the main storyline or has not been seen by the character for a while. For every four years of game time, a roll should made on this chart for the NPCs in a character's life. In many cases, the result of the roll may spark a side plot or a new adventure.

D66	NPC Events
11	The NPC has died of a disease or in an accident. The character loses the NPC.
12	The NPC has developed a serious disease which has ravaged their body. Roll 1d6 and decrease it from the NPC's STR and END. If this results in one of the two characteristics going to 0, the NPC has died, and the character loses the NPC. If the NPC survives, the damage done to them is irrevocable and will cause them to lose their source of employment. The NPC will no longer be employed, and they will be unable to aid, make attacks, or continue their rivalry from that position. The NPC may be able to continue their efforts in a different fashion which can be determined by the Referee.
13	The NPC has committed a crime and been imprisoned. The NPC will be incarcerated for 1d6+3 years and this may change aspects of the relationship with the character. If the NPC was an Ally or Contact, they will lose their employment or position and become a prisoner. They will remain an Ally or Contact for the NPC but their ability to aid the character will obviously be changed. If the NPC was a Rival, roll a d6. On a roll of 5-6, the Rival will decide that they have larger problems than the character and will drop their rivalry and become a Contact. Change their Relationship Rating to 15. On a roll of 1-2, the Rival will have plenty of time in prison to concentrate on just how much they do not like the character and will become an Enemy. Change their Relationship Rating to -110.
14	A war had broken out on the world or in the nation where the NPC lives. Roll a d6. On a roll of 1, the NPC has been killed during an attack. On a roll of 2-3, if the NPC is military eligible, they will have been drafted into the military. For 1d6 years, they will be in the world's ground forces. On a roll of 4-6, their role has been unchanged.
15	The NPC's career has taken a recent downturn. No matter if their career is thievery, running a shop, or being a mad scientist, something has occurred to the NPC that has made their job unprofitable. Roll on the Occupation Chart (p.527) to discover their new job. It is the decision of the Referee as to how this job change may affect the relationship between the NPC and the character.
16	A disease has run rampant through the city in which the NPC lives. There have been several deaths and the NPC has forced into quarantine. Roll a d6. On a roll of 2-5, the NPC is unavailable for six months after this result. On a roll of 1, the NPC has caught this disease and died. If the result is a 6, then the NPC caught the disease but survived and has had a religious conversion and add the effects of result #32 to this result.

21	The NPC has had an accident and has suffered an injury which has lost the use of an eye, their ear, or one of their limbs. Reduce their STR or DEX by 2.
22	The NPC has become more difficult with which to deal over the last few years. If they do not have the NPC Quirk of Abrasive, add this to the NPC.
23	The NPC has gained a great deal of success over the last year. Unfortunately, this has gone to their head. If they do not have the NPC Quirk of Egotistical, add this to the NPC.
24	The relationship between the character and the NPC has deteriorated. If the NPC is an Ally, then they become a Contact and change their Relationship Rating to 60. If they are a Contact, then they are lost to the character. If the NPC is a Rival, their rivalry grows into hatred, and they become an Enemy therefore their Relationship Rating becomes -120. Enemy status is unchanged.
25	The NPC has changed their job. Roll on the Occupations chart (p.527). If the NPC is a Rival and their rivalry was based on being in a similar career, then the rivalry is dropped, and the Rival becomes a Contact with a Relationship Rating of 25.
26	The NPC has really let themselves go. The NPC loses 1 from STR, DEX, or END.
31	The NPC has moved their location to another world. Roll a new home location as if you were rolling a new character. If they are in Clement Sector, use the chart on p.167 and re-roll any result of Earth.
32	The NPC has had a religious conversion. If the NPC was involved in nefarious activities, this means that their occupation has changed and must be rolled on the Occupation Chart (p.527). If the NPC is a Rival, this ends the Rivalry and the NPC becomes a Contact. If the NPC is an Enemy, then this adds a religious reason to why the NPC hates the character.
33	The NPC has fallen in love. If the NPC is not married, they are now married. If the NPC was married before this result was rolled, roll a d6. On a result of 1-3, this is a lover taken outside their marriage. If the result is 4-6, this new lover results in a divorce from their previous spouse and a marriage to the new lover. If the NPC was in a romantic relationship with or had romantic feelings for the character, those feelings may have changed. If the NPC was an Ally that was a lover or spouse, then they have lost the designation and become a Contact with a Relationship Rating of 20. This may result in the character getting a divorce.
34	The NPC has become driven by lust or greed. It is the choice of the player as to which of these NPC Quirks will be added to the NPC.
35	The NPC seems different. Drop one Quirk from the NPC and roll a new one. If the result is the same as the one dropped, re-roll the result.
36	The NPC simply decides that they want nothing more to do with you. Lose the NPC.
41	The NPC has gotten hesitant. Add Cautious to their list of Quirks.
42	The NPC has really gotten lazy. Add the NPC Quirk of Lazy to the NPC. In addition, they have lost their job due to this. Allies and Contacts become unemployed. Rivals lose their motivation and become Contacts with a Relationship Rating of 10. Enemies begin to blame the character for their downfall and add this to the reasons for which they hate the character.
43	The NPC has been studying. Add 1 to their EDU.
44	The NPC has changed over the last year or so. They just do not seem the same. Roll an additional NPC Quirk and add that to the NPC.
45	The NPC has been trying to improve themselves physically. Add +1 to the NPC's STR, DEX, or END.
46	The NPC has been working hard to improve their skills. Add a skill level to any skill which is related to their current profession.

51	The NPC has decided to head out into the frontier. They have left their homeworld and headed out to an uninhabited world as part of a colony. If the NPC is already on a colony or independent world, then they have moved to another one of the Player's Choice.
52	The NPC has become more generous with their money or their time. Add the Generous Quirk to the NPC.
53	The NPC has added a group of friends. If the NPC is an Ally or Contact, then these new NPCs will become Contacts of the character as well. If the NPC is a Rival, then these new NPCs will become Rivals. If the NPC is an Enemy, then these new NPCs will become Enemies as well.
54	The NPC has introduced the character to a new Contact. The character gains a new Contact of a type determined as on p.513.
55	The NPC has been training. Add a level to any combat skill that the NPC already possesses. If they do not have a combat skill, add one to the NPC.
56	The NPC has gotten involved in local government. Change their Occupation to Politician and increase their CHA by 2.
61	The NPC has fallen in love with you. This may or may not be a good thing depending on the NPC and the character's attitude toward them. If they are a Contact, then upgrade them to an Ally with a Relationship Rating of 150. This may provide more reasons for a Rival or Enemy to hate the character.
62	The NPC has become rather popular in the media recently. Add +2 to their CHA.
63	The NPC has gained a financial windfall. The NPC gains +2 CHA. If they are an Ally or Contact, this means the NPC has more resources with which to aid the character if needed. On the other hand, Rivals and Enemies will have more resources with which to oppose the character.
64	The NPC has been working hard at a variety of tasks. Add Jack of All Trades to the NPC's skill list.
65	The relationship between the NPC and the character has improved. Add 50 to the Relationship Rating of the NPC. An Ally's status is unchanged.
66	The NPC has introduced the character to a new NPC. The character gains a new Ally of a type as determined on p.515-516.

Relationship Ratings

Much as in reality, NPCs can have their relationship with a character change over time. Attitudes alter. Rivals can become friends or dedicated enemies. Friends can lose touch and become acquaintances. Events can cause an NPC to no longer have the respect they once had for the character.

Each NPC should be given a Relationship Rating. The Relationship Rating reflects the strength of the relationship between the character and the NPC on a scale of -200 through 200. Positive numbers represent a positive relationship while negative numbers denote a negative relationship. With positive relationships such as an Ally or Contact, a high rating indicates the strength of the bond of friendship or love between the character or the NPC. With negative relationships, a lower rating indicates the strength of the dislike or hatred that exists between the character and the NPC.

Contacts are NPCs with a Relationship Rating of 1-100. Contacts which fall to a Relationship Rating of 0 have decided to no longer be associated with the character and are lost. Contacts which have a Relationship Rating of 101 or higher become Allies.

NPCs that have a Relationship Rating of 101-200 are Allies. Allies cannot advance to higher than 200. Allies whose Relationship Rating drops to 1-100 become Contacts. Allies which drop immediately to 0 or less are no longer associated with the character and are lost.

Rivals are NPCs with a Relationship Rating of -1 through -100. Rivals which rise to 0 or higher have decided that their rivalry is no longer valid, and they are lost to the character. Rivals whose Relationship Rating falls to -101 or lower become Enemies.

Enemies are NPCs with a Relationship Rating of -101 or less. Enemies cannot drop to a rating lower than -200. Enemies whose Relationship Rating rises to -100 through -1 become Rivals. Enemies whose rating rises immediately to 0 or higher have decided they no longer care about the character and are lost.

Family members will always begin as Allies with a Relationship Rating of 150.

Relationship Ratings will increase and decrease over time due to the nature of the relationship, activities between the NPC and the character, Events (p.522), Personality Quirks (p.520), and other factors.

Relationship Ratings Shift

As in reality, relationships shift over time. At the beginning of each four standard years of game time, the Referee should determine the amount of shift in the Relationship. This can be affected by the personality of the NPC (see p.520), Events in the NPC's life (p.522), and the interactions between the character and the NPC.

The Interaction Chart will indicate the amount of shift between the character and the NPC due to certain actions and existing conditions. The Referee can add additional shifts if desired or

mitigate the listed changes if they feel that the change is too much for the relationship as played in the game. There is always the possibility for variations and these listed changes are given as a benchmark rather than a rule which is set in stone.

Shifts can also occur due to events which happen during the course of a game. For instance, a Rival or Enemy may end up working with the character to defeat a common enemy. The Referee may use this event to increase the Relationship Rating as they see fit. Of course, it does not always have to be something so drastic. Perhaps a simple act of kindness on the part of the character might raise the Relationship Rating or a perceived insult might decrease the rating. Again, Relationship Ratings are to be used as a tool to aid the Referee and Player not to hamper the role-playing aspects of the game. If something occurs during roleplay, then this should be used to increase or decrease the Relationship Rating. The Referee should never view the Relationship Rating as a deterrent to how they wish to play the NPC.

The Interaction Chart below should give a general guideline as to the number of points that the Referee might add or subtract to the Relationship Rating during roleplay.

Action	Relationship Rating Adjustment
Persuading a Contact to risk their life or livelihood in the completion of a goal or task.	-30
Delivering an insult which deeply offends the NPC	-30
No interaction between the character and the NPC during a four-year period	-20
Getting an Ally to risk their life or livelihood in the completion of a goal or task	-20
Putting the NPC in mortal danger	-10
Only calling on the NPC when the character needs something	-10
Offering the NPC a small gift	+10
Attending a family or business function with the NPC	+20
Seeing the NPC, in a friendly manner, on a regular basis	+20
Helping the NPC when there is no gain for the character	+30

Occupation Chart

"Let me impart some wisdom on all of you. This will help you in life as you deal with people and the following wisdom is true of everyone no matter if they are starship salespeople, prostitutes, priests, politicians, or admirals. 50% of the people in every profession have no idea what they are doing at their job and they don't care. They are ignorant, incompetent, and it doesn't bother them a bit. 20% of the people in a profession are incompetent at that job but they are trying to get better, which is noble to be certain but won't help you when you need that job done. 20% of the people in that profession are competent but don't care. It won't help you much if the doctor is well-educated but doesn't give a damn about you. Only 10% of any profession is both competent and cares. Those are the people you want to know. The ones you want to emulate. The ones you want working for you. Don't settle for the common 90%. Get the 10% and strive to be one of them." - James Lancaster, University of Cascadia at Baker Commencement Address, May 23, 2328 (standard)

There are several places where the NPCs occupation may not be clearly defined. While this can be an opportunity for the Referee or Player to determine the NPC's occupation as needed, there will be other instances where a random roll on the Occupation Chart may be helpful.

D66	NPC Events
11	Destitute. The NPC is homeless. They may live rough on the streets or live a nomadic lifestyle moving from place to place.
12	Junker. The NPC collects, sells, or repairs discarded items.
13	Thief. The NPC is a common thief who steals for a living.
14	Hitman. The NPC is a member of organized crime tasked with killing people for profit.
15	Enforcer. The NPC is a foot soldier in an organized crime group.
16	Prostitute. The NPC is an illegal prostitute working the streets or a worker in a legal brothel.
21	Pirate. The NPC is part of the crew of a pirate ship which attacks and boards vessels to steal either the ship or cargo.
22	Spy. The NPC is an agent or other operative in the employ of the world or nation to gather information about another world or nation.
23	Bounty Hunter. The NPC is a bail enforcement officer for a nation or world. They may also be a repossession agent for a bank or corporation.
24	Operator. The NPC runs a legitimate business which is a "front" for organized crime.
25	Fringe Marketer. The NPC is the owner of or a worker in a pawn shop.
26	Free Trader. The NPC is part of the crew of an independent transport ship.
31	Ground Forces. The NPC is part of the world or nation's army, wet navy, or air force.
32	Navy. The NPC is part of the world or nation's space navy.
33	Corporate Shipper. The NPC is a part of the crew of a transport ship owned by a corporation.
34	Craftsperson. The NPC is a member of a trade or profession involved in commercial, residential, or industrial construction.
35	Artist. The NPC is a creator of fine art.
36	Gambler. The NPC is a professional gambler.
41	Colonist. The NPC is part of a group of pioneers and settlers who are heading out to the frontier.

42	Explorer. The NPC is a part of a team which explores and maps the worlds and stars of the frontier.
43	Medic. The NPC is a medical doctor or nurse working in a hospital, doctor's office, or as an EMT.
44	Athlete. The NPC is a professional athlete or coach.
45	Shopkeeper. The NPC is either a worker in or the owner of a retail store.
46	Instructor. The NPC is a professor, teacher, or tutor.
51	Belter. The NPC is involved in the mining of asteroids.
52	Investigator. The NPC is a private investigator.
53	Port Authority. The NPC is part of the team which administers or operates a starport. This person may also be a trade inspector.
54	Trade Maintenance. The NPC is part of a group which works at a trade kiosk or is a warehouse worker.
55	Police. The NPC is a member of law enforcement.
56	Diplomat. The NPC is an ambassador or works within the diplomatic corps for the world or nation.
61	Celebrity. The NPC is a famous (or infamous) actor, musician, or simply famous for being famous.
62	Clergy. The NPC is working to meet the needs of a religion's members or is seeking out new members for their group.
63	Politician. The NPC is involved in politics either as a member of government or one seeking such a post.
64	Banker. The NPC is involved in banking as a teller, administrator, or loan officer.
65	Government Official. The NPC is involved in the day to day running of the local, regional, or national government but is not elected to that position.
66	Lawyer. The NPC operates as a lawyer, attorney, or barrister in the local, regional, or national court system.

Quick NPC Generator

The following charts are provided to the Referee to quickly create NPCs. These are largely sorted by careers available for player characters. If you do not see the NPC's career listed, you may wish to use the "average citizen" generation or find something somewhat similar in nature to what you desire.

To create an NPC, simply roll 2d6 for the characteristics of the NPC and then roll 2d6 for the skills and skill levels on the chart below the characteristics.

NPC Age

If you need to determine the NPC's age, you can do so using the NPC age chart which follows this paragraph. Determine the Tech Level of the world where the NPC lives and roll the dice accordingly. This should be used to determine the age of NPCs that are met by the character during gameplay or for whom there is no established backstory from the event or mishap with which the character obtained them.

If the NPC was obtained during character generation, then use the event or mishap which caused the character to meet them as a guide. For instance, if the character gains the Contact as a mentor when they are a teenager, then the NPC is obviously not going to be 20 years younger than them. Use the Events and Mishaps as a guide along with your own common sense.

Family ages should be determined from the age process in the family section on p.6-10.

TL10	TL11	TL12-13
1d10x20	1d10x22	1d10x25

Skills

The skills listed in the quick generator do not consider the background skills that would be obtained according to the NPC's homeworld. If you wish to take the time to do this, then add the background skills available to the NPC by homeworld as per p.172.

Average Citizen

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	6	6	6	6
3	7	6	7	6	7	6
4	6	7	7	6	6	6
5	7	7	6	6	6	7
6	7	7	7	6	6	6
7	7	7	7	7	7	7
8	8	7	7	8	8	7
9	7	8	8	7	7	7
10	8	8	8	7	7	7
11	7	7	7	8	8	8
12	8	8	8	8	8	8

2d6	Skills and Skill Levels
2	Electronics 0, Mechanic 0, Survival 0
3	Broker 1, Trade (Any) 1
4	Broker 1, Advocate 0
5	Electronics (Computers)-1, Trade (Any) 1, Flyer 0
6	Carouse 1, Flyer (Grav) 1, Persuade 1
7	Electronics (Computers) 1, Flyer (Grav) 1, Trade (Any) 1
8	Admin 1, Broker 1, Persuade 1
9	Admin 1, Broker 0, Electronics 0
10	Admin 1, Broker 1, Carouse 1
11	Mechanic 1, Electronics 0, Trade 0
12	Admin 1, Broker 1, Flyer (Grav)1, Trade (Any) 1

Adventurer

2d6	STR	DEX	END	INT	EDU	CHA
2	7	8	7	7	6	6
3	7	8	8	7	6	6
4	8	8	8	7	6	6
5	8	9	8	8	7	7
6	8	9	9	8	7	7
7	9	9	9	8	7	7
8	9	10	9	9	8	8
9	9	10	10	9	8	8
10	10	10	10	9	8	8
11	10	11	10	10	9	9
12	10	11	11	10	9	9

2d6	Skills and Skill Levels
2	Drive (Tracked) 1, Investigate 1, Recon 1, Survival 0, Navigation 0, Flyer 0
3	Animals (Riding) 1, Gun Combat (Slug Rifle) 1, Recon 1, Stealth 1, Survival (Any) 1, Drive 0, Navigation 0
4	Drive (Wheeled) 1, Gun Combat (Slug Rifle) 1, Investigate 1, Navigation 1, Recon 1, Survival (Any) 1, Survival (Any) 1
5	Carouse 1, Flyer (Grav) 1, Gun Combat (Slug Rifle) 1, Investigate 1, Navigation 1, Recon 1, Science (Archaeology) 1, Survival (Any) 1, Survival (Any) 1
6	Investigate 2, Recon 2, Drive (Wheeled) 1, Flyer (Grav) 1, Navigation 1, Science (Planetology) 1, Survival (Any) 1, Survival (Any) 1, Gun Combat 0
7	Drive (Any) 2, Flyer (Grav) 2, Investigate 2, Navigation 1, Recon 1, Science (Planetology)1, Survival (Any) 1, Survival (Any) 1
8	Gun Combat (Slug Rifle) 2, Tactics (Military) 2, Animals (Riding) 1, Navigation 1, Recon 1, Stealth 1, Survival (Any) 1, Survival (Any) 1
9	Navigation 2, Recon 2, Survival (Any) 2, Gun Combat (Slug Rifle) 1, Survival (Any) 1, Survival (Any) 1, Seafarer (Any) 1, Drive 0, Flyer 0
10	Science (Archaeology) 2, Science (Planetology) 2, Carouse 1, Electronics (Sensors) 1, Investigate 1, Recon 1, Gun Combat 0, Survival 0
11	Survival (Any) 3, Survival (Any) 3, Navigation 2, Recon 2, Survival (Any) 2, Electronics (Sensors) 1, Jack of All Trades 1, Medic (First Aid) 1, Survival (Any) 1, Gun Combat 0
12	Gun Combat (Slug Rifle) 3, Stealth 3, Carouse 2, Navigation 2, Recon 2, Survival (Any) 2, Survival (Any) 2, Electronics 0

Arts

2d6	STR	DEX	END	INT	EDU	CHA
2	3	4	3	7	7	7
3	4	5	3	8	7	7
4	4	5	4	8	7	8
5	4	5	4	8	8	8
6	5	6	4	9	8	8
7	5	6	5	9	8	9
8	5	6	5	9	9	9
9	6	7	5	10	9	9
10	6	7	6	10	9	10
11	6	7	6	10	10	10
12	7	8	6	11	10	10

2d6	Skills and Skill Levels
2	Art (Any) 1, Carouse 1, Persuade 1, Advocate 0, Language 0, Investigate 0
3	Art (Painting) 1, Art (Sculpting) 1, Carouse 1, Persuade 1, Broker 0, Language 0
4	Admin 1, Broker 1, Advocate (Legal) 1, Investigate 1, Persuade 1, Carouse 0
5	Art (Writing) 1, Advocate (Oratory) 1, Investigate 1, Persuade 1, Broker 0, Carouse 0
6	Art (Painting) 1, Carouse 1, Persuade 1, Language (Any) 1, Investigate 1, Advocate 0
7	Art (Painting) 2, Carouse 2, Art (Sculpting) 1, Broker 1, Persuade 1, Language (Any) 1
8	Broker 2, Investigation 2, Science (Art History) 2, Carouse 1, Language (Any) 1, Language (Any) 1, Persuade 1
9	Advocate (Oratory) 2, Art (Writing) 2, Investigate 2, Persuade 2, Carouse 1, Language (Latin) 1, Language (Any) 1
10	Art (Sculpting) 2, Art (Painting) 2, Carouse 2, Persuade 2, Broker 1, Science (Art History) 1, Language (Any) 1, Electronics 0
11	Broker 3, Carouse 2, Investigation 2, Persuade 2, Art (Writing) 1, Art (Painting) 1, Science (Art History) 1, Language (Any) 1
12	Art (Painting) 3, Carouse 3, Art (Sculpting) 2, Persuade 2, Jack of All Trades 1, Diplomat 1, Electronics 0, Investigate 0

Belter

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	7	7	5	3
3	7	7	7	7	5	3
4	7	7	8	7	5	3
5	7	8	8	8	6	4
6	8	8	8	8	6	4
7	8	8	9	8	6	4
8	8	9	9	9	7	5
9	9	9	9	9	7	5
10	9	9	10	9	7	5
11	9	10	10	10	8	6
12	10	10	10	10	8	6

2d6	Skills and Skill Levels
2	Drive (Mole) 1, Explosives 1, Trade (Prospector) 1, Suit (Vacc Suit) 1, Survival (Freefall) 1, Pilot 0
3	Trade (Prospector) 2, Carouse 1, Explosives 1, Suit (Vacc Suit) 1, Survival (Freefall) 1, Drive 0, Pilot 0
4	Trade (Prospector) 2, Admin 1, Electronics (Sensors) 1, Science (Geology) 1, Suit (Vacc Suit) 1, Survival (Freefall) 1, Drive 0, Pilot 0
5	Admin 1, Carouse 1, Steward 1, Mechanic 1, Suit (Vacc Suit) 1, Survival (Freefall) 1, Electronics 0, Science 0
6	Drive (Mole) 2, Explosives 2, Pilot (Small Craft) 1, Trade (Prospector) 1, Suit (Vacc Suit) 1, Survival (Freefall) 1
7	Trade (Prospector) 2, Explosives 2, Science (Geology) 2, Carouse 1, Drive (Mole) 1, Electronics (Sensors) 1, Suit (Vacc Suit) 1, Survival (Freefall) 1
8	Admin 2, Electronics (Sensors) 2, Trade (Prospector) 2, Science (Geology) 1, Suit (Vacc Suit) 1, Survival (Freefall) 1
9	Trade (Prospector) 2, Advocate (Oratory) 2, Carouse 2, Persuade 2, Advocate (Politics) 1, Language (Any) 1, Leadership 1, Science (Geology) 1, Suit (Vacc Suit) 1, Survival (Freefall) 1
10	Trade (Prospector) 2, Streetwise 2, Science (Geology) 1, Explosives 1, Suit (Vacc Suit) 1, Survival (Freefall) 1, Pilot 0
11	Trade (Prospector) 3, Science (Geology) 3, Language (Any) 2, Leadership 2, Persuade 2, Survival (Freefall) 2, Suit (Vacc Suit) 1, Diplomat 1, Electronics 0, Pilot 0
12	Trade (Prospector) 3, Science (Geology) 3, Explosives 2, Survival (Freefall) 2, Suit (Vacc Suit) 2, Persuade 1, Streetwise 1, Electronics (Sensors) 1, Mechanic 0, Pilot 0

Bounty Hunter

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	7	7	6	3
3	7	8	7	7	6	3
4	7	8	7	8	7	3
5	7	8	8	8	7	4
6	8	9	8	8	7	4
7	8	9	8	9	8	4
8	8	9	9	9	8	5
9	9	10	9	9	8	5
10	9	10	9	10	9	5
11	9	10	10	10	9	6
12	10	11	10	10	9	6

2d6	Skills and Skill Levels
2	Deception (Intrusion) 1, Gun Combat (Slug Pistol) 1, Investigate 1, Recon 1, Streetwise 1, Melee 0, Tactics 0
3	Investigate 1, Recon 1, Streetwise 1, Stealth 1, Melee (Unarmed Combat) 1, Tactics (Military) 1, Gun Combat 0, Survival 0
4	Deception (Intrusion) 1, Electronics (Sensors) 1, Flyer (Grav) 1, Pilot (Spacecraft) 1, Streetwise 1, Gun Combat 0, Melee 0, Tactics 0
5	Advocate (Legal) 1, Broker 1, Electronics (Comms) 1, Electronics (Computers) 1, Electronics (Sensors) 1, Flyer (Grav) 1, Streetwise 1, Gun Combat 0
6	Investigate 2, Recon 2, Streetwise 2, Deception (Intrusion) 1, Deception (Lie) 1, Melee (Unarmed Combat) 1, Gun Combat (Slug Pistol) 1, Tactics (Military) 1
7	Recon 2, Stealth 2, Streetwise 2, Melee (Unarmed Combat) 2, Investigate 1, Flyer (Grav) 1, Tactics (Military) 1, Advocate (Legal) 1, Electronics 0, Medic 0
8	Deception (Intrusion) 2, Drive (Wheeled) 2, Flyer (Grav) 2, Streetwise 2, Stealth 1, Investigate 1, Advocate (Legal) 1, Electronics (Computers) 1, Electronics (Sensors) 1, Gun Combat 0, Melee 0
9	Admin 2, Advocate (Legal) 2, Broker 2, Electronics (Comms) 2, Electronics (Sensors) 2, Investigate 2, Recon 1, Stealth 1, Gun Combat 0, Melee 0, Flyer 0
10	Investigate 2, Advocate (Legal) 2, Diplomat 1, Electronics (Computers) 1, Streetwise 1, Medic (First Aid) 1, Melee (Unarmed Combat) 1, Gun Combat (Slug Pistol) 1, Stealth 0, Tactics 0
11	Gun Combat (Slug Pistol) 3, Advocate (Legal) 2, Carouse 2, Interrogation (Questioning) 2, Investigate 2, Persuade 2, Recon 2, Admin 1, Melee 0, Stealth 0, Deception 0, Streetwise 0
12	Carouse 2, Gambler 2, Investigate 2, Melee (Blade) 2, Stealth 2, Streetwise 2, Advocate (Legal) 1, Broker 1, Deception (Intrusion) 1, Flyer (Grav) 1, Gun Combat (Slug Rifle) 1, Persuade 1, Pilot 0, Tactics 0

Celebrity

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	6	6	6	8
3	7	6	7	6	7	8
4	6	7	7	6	6	8
5	7	7	6	6	6	8
6	7	7	7	6	6	9
7	7	7	7	7	7	9
8	8	7	7	8	8	9
9	7	8	8	7	7	9
10	8	8	8	7	7	10
11	7	7	7	8	8	10
12	8	8	8	8	8	11

2d6	Skills and Skill Levels
2	Art (Holography) 1, Art (Writing) 1, Electronics 0
3	Art (Instrument) 1, Carouse 1, Persuade 1, Broker 0, Electronics 0
4	Carouse 2, Diplomat 1, Persuade 1, Steward 1
5	Art (Writing) 2, Electronics (Comms) 2, Electronics (Computers) 2, Advocate 0
6	Art (Instrument) 2, Carouse 2, Persuade 1, Electronics 0
7	Art (Any) 2, Carouse 2, Deception (Disguise) 2, Persuade 2, Art (Any) 1, Electronics 0
8	Art (Acting) 2, Deception (Disguise) 2, Admin 1, Carouse 1, Advocate 0, Electronics 0
9	Persuade 2, Art (Writing) 1, Carouse 1, Advocate 0, Science 0
10	Art (Holography) 2, Carouse 2, Electronics (Computers) 2, Admin 1, Broker 1, Persuade 0
11	Art (Writing) 2, Science (History) 2, Persuade 2, Advocate 0
12	Art (Acting) 3, Art (Writing) 2, Art (Holography) 1, Carouse 1, Persuade 1, Advocate 0

Clergy

2d6	STR	DEX	END	INT	EDU	CHA
2	6	5	6	7	7	6
3	6	6	6	7	7	6
4	7	6	6	7	7	6
5	7	6	7	8	8	7
6	7	7	7	8	8	7
7	8	7	7	8	8	7
8	8	7	8	9	9	8
9	8	8	8	9	9	8
10	9	8	8	9	9	8
11	9	8	9	10	10	9
12	9	9	9	10	10	9

2d6	Skills and Skill Levels
2	Admin 1, Advocate (Oratory) 1, Diplomat 1, Persuade 1, Language 0, Streetwise 0
3	Advocate (Oratory) 1, Carouse 1, Electronics (Comms) 1, Persuade 1, Drive 0, Flyer 0, Language 0
4	Admin 1, Advocate (Oratory) 1, Carouse 1, Electronics (Comms) 1, Diplomat 1, Persuade 1, Science (Psychology) 1, Streetwise 1
5	Admin 1, Art (Writing) 1, Language (Latin) 1, Diplomat 1, Investigate 1, Persuade 1, Chef 1
6	Admin 2, Advocate (Oratory) 2, Diplomat 2, Language (Any) 1, Persuade 1, Streetwise 1, Chef 1
7	Advocate (Oratory) 2, Carouse 2, Persuade 2, Admin 1, Art (Writing) 1, Diplomat 1, Electronics (Comms) 1, Language (Any) 1, Language (Any) 1, Streetwise 1
8	Admin 2, Advocate (Oratory) 2, Advocate (Politics) 2, Carouse 2, Persuade 2, Language (Any) 2, Language (Any) 2, Diplomat 1, Electronics (Comms) 1, Streetwise 1, Chef 1
9	Art (Writing) 2, Science (History) 2, Investigate 2, Language (Greek) 2, Language (Hebrew) 2, Chef 1
10	Advocate (Oratory) 3, Science (Psychology) 3, Persuade 3, Carouse 2, Diplomat 2, Language (Any) 2, Language (Any) 2, Streetwise 1, Chef 0, Pilot 0
11	Admin 3, Persuade 3, Diplomat 3, Advocate (Oratory) 2, Science (Psychology) 2, Language (Any) 2, Drive 0
12	Admin 3, Science (History) 3, Investigate 3, Melee (Unarmed Combat) 2, Art (Painting) 2, Electronics (Computers) 2, Advocate 0, Streetwise 0

Colonist

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	7	6	6	5
3	7	6	7	7	6	5
4	6	7	8	7	6	5
5	7	7	8	8	7	6
6	7	7	8	8	7	6
7	7	7	9	8	7	6
8	8	7	9	9	8	7
9	7	8	9	9	8	7
10	8	8	10	9	8	7
11	7	7	10	10	9	8
12	8	8	10	10	9	8

2d6	Skills and Skill Levels
2	Animals (Any) 1, Electronics (Comms)1, Survival (Any) 1, Science 0, Tactics 0
3	Drive (Wheeled) 1, Electronics (Computers) 1, Mechanic 1, Animals 0, Navigation 0
4	Mechanic 1, Survival (Any) 1, Science 0
5	Carouse 1, Diplomat 1, Persuade 1, Survival (Any) 1, Leadership 0
6	Admin 1, Broker 1, Electronics (Computers) 1, Survival (Any) 1
7	Drive (Wheeled) 2, Gun Combat (Slug Rifle) 2, Survival (Any) 2, Navigation 1, Animals 0
8	Admin 2, Broker 2, Carouse 1, Electronics (Computers) 1, Survival (Any) 1
9	Gun Combat (Slug Rifle) 2, Survival (Any) 2, Recon 1, Tactics (Military) 1
10	Animals (Farming) 2, Survival (Any) 2, Gun Combat (Slug Rifle) 1, Drive 0, Science 0
11	Animals (Farming) 2, Animals (Riding) 2, Survival (Any) 2, Jack of All Trades 1, Gun Combat (Slug Rifle) 1, Navigation 1, Medic 0, Electronics 0
12	Animals (Farming) 3, Animals (Riding) 2, Survival (Any) 2, Navigation 2, Jack of All Trades 2, Gun Combat (Slug Rifle) 1, Medic (First Aid) 1, Electronics 0, Flyer 0

Corporate Shipper

2d6	STR	DEX	END	INT	EDU	CHA
2	5	6	5	7	6	6
3	5	7	5	7	6	6
4	5	7	6	7	6	6
5	6	7	6	8	7	7
6	6	8	6	8	7	7
7	6	8	7	8	7	7
8	7	8	7	9	8	8
9	7	9	7	9	8	8
10	7	9	8	9	8	8
11	8	9	8	10	9	9
12	8	9	8	10	9	10

2d6	Skills and Skill Levels
2	Admin 1, Broker 1, Carouse 1, Persuade 1, Suit 0, Survival 0
3	Astrogation 1, Carouse 1, Electronics (Sensors) 1, Pilot (Spacecraft) 1, Drive 0, Flyer 0, Suit 0, Survival 0
4	Carouse 1, Engineer (M-Drive) 1, Engineer (Z-Drive) 1, Mechanic 1, Suit 0, Survival 0
5	Gunner (Turrets) 1, Gun Combat (Energy Pistol) 1, Electronics (Sensors) 1, Tactics (Naval) 1, Persuade 1, Suit 0, Survival 0
6	Admin 1, Astrogation 1, Broker 1, Carouse 1, Persuade 1, Pilot 0, Suit 0, Survival 0
7	Pilot (Spacecraft) 2, Broker 2, Astrogation 1, Electronics (Sensors) 1, Mechanic 1, Suit 0, Survival 0
8	Carouse 2, Engineer (M-Drive) 2, Engineer (Z-Drive) 2, Electronics (Computers) 1, Engineer (Life Support) 1, Mechanic 1, Suit 0, Survival 0
9	Gunner (Turrets) 2, Gun Combat (Energy Pistol) 2, Carouse 1, Electronics (Sensors) 1, Tactics (Naval) 1, Suit 0, Survival 0
10	Engineer (M-Drive) 3, Engineer (Z-Drive) 3, Carouse 2, Mechanic 2, Electronics (Computers) 2, Engineer (Life Support) 1, Engineer (Power) 1, Persuade 1, Diplomat 0, Suit 0, Survival 0
11	Gunner (Turrets) 3, Carouse 2, Electronics (Sensors) 2, Gun Combat (Energy Pistol) 2 Tactics (Naval) 2, Persuade 1, Mechanic 1, Suit 0, Survival 0
12	Broker 3, Admin 2, Astrogation 2, Pilot (Spacecraft) 2, Electronics (Sensors) 2, Persuade 2, Diplomat 1, Language (Any) 1, Language (Any) 1, Advocate (Legal) 1, Engineer 0, Tactics 0, Suit 0, Survival 0

Craftsperson

2d6	STR	DEX	END	INT	EDU	CHA
2	7	7	7	6	5	4
3	8	7	8	6	5	4
4	8	7	8	6	5	4
5	8	8	8	7	6	4
6	9	8	9	7	6	5
7	9	8	9	7	6	5
8	9	9	9	8	7	5
9	10	9	10	8	7	6
10	10	9	10	8	7	6
11	10	10	10	9	8	7
12	10	10	10	9	8	7

2d6	Skills and Skill Levels
2	Carouse 1, Electronics (Computers) 1, Trade (Construction) 1, Engineer 0, Drive 0, Flyer 0
3	Broker 1, Electronics (Computers) 1, Trade (Architect) 1, Persuade 1, Drive 0, Engineer 0
4	Carouse 1, Trade (Construction) 1, Mechanic 1, Electronics (Electrical Repair) 1, Engineer (Power) 1, Persuade 1, Broker 0, Language 0
5	Carouse 1, Drive (Wheeled) 1, Trade (Construction) 1, Jack of All Trades 1, Mechanic 0, Survival 0
6	Trade (Architect) 2, Electronics (Computers) 2, Art (Writing) 1, Broker 1, Carouse 1, Engineer (Power) 1, Language (Any) 1, Persuade 1, Mechanic 0
7	Trade (Construction) 2, Broker 1, Carouse 1, Electronics (Electrical Repair) 1, Engineer (Power) 1, Language (Any) 1, Mechanic 1, Advocate 0, Survival 0
8	Trade (Construction) 2, Athletics (Endurance) 1, Broker 1, Carouse 1, Jack of All Trades 1, Language (Any) 1, Persuade 1, Flyer 0
9	Broker 2, Trade (Construction) 2, Admin 1, Carouse 1, Language (Any) 1, Diplomat 1, Persuade 1, Streetwise 1
10	Trade (Architect) 2, Art (Writing) 2, Broker 2, Carouse 2, Persuade 2, Diplomat 1, Language (Any) 1
11	Trade (Construction) 3, Athletics (Endurance) 2, Broker 2, Carouse 2, Persuade 2, Jack of All Trades 2, Diplomat 1, Advocate (Politics) 1, Survival (Any) 1, Mechanic 1
12	Trade (Construction) 3, Broker 3, Carouse 2, Persuade 2, Jack of All Trades 2, Mechanic 2, Language (Any) 1, Language (Any) 1, Flyer (Grav) 1, Survival (Any) 1

Diplomatic Service

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	6	7	7	7
3	7	6	7	8	7	8
4	6	7	7	8	8	8
5	7	7	6	8	8	8
6	7	7	7	9	8	9
7	7	7	7	9	9	9
8	8	7	7	9	9	9
9	7	8	8	10	9	10
10	8	8	8	10	10	11
11	7	7	7	10	10	11
12	8	8	8	11	11	12

2d6	Skills and Skill Levels
2	Carouse 2, Diplomat 1, Electronics (Computers) 1, Language (Any) 1, Persuade 1
3	Carouse 1, Diplomat 1, Electronics (Comms) 1, Persuade 1, Advocate 0, Language 0
4	Stealth 2, Electronics (Comms) 1, Gun Combat (Energy Pistol) 1, Investigate 1
5	Diplomat 2, Carouse 1, Language (Any) 2, Advocate 0, Electronics 0
6	Carouse 1, Diplomat 1, Persuade 1, Advocate 0, Electronics 0
7	Diplomat 2, Persuade 2, Language (Any) 2, Carouse 1, Electronics (Comms) 1, Advocate (Oratory) 1, Language (Any) 1, Language (Any) 1
8	Advocate (Politics) 2, Diplomat 2, Language (Any) 2, Language (Any) 2, Carouse 1, Advocate (Oratory) 1, Electronics 0
9	Advocate (Politics) 3, Language (Any) 3, Advocate (Oratory) 2, Carouse 2, Diplomat 2, Persuade 2, Science 0, Electronics 0, Survival 0
10	Diplomat 2, Advocate (Oratory) 2, Advocate (Politics) 2, Carouse 2, Language (Any) 2, Language (Any) 2, Language (Any) 2, Language (Any) 2, Persuade 1
11	Diplomat 2, Language (Any) 2, Language (Any) 2, Language (Any) 2, Language (Any) 2, Persuade 2. Advocate (Politics) 1, Advocate (Oratory) 1
12	Diplomat 3, Advocate (Oratory) 2, Advocate (Politics) 2, Language (Any) 2, Language (Any) 2, Language (Any) 2, Language (Any) 2, Persuade 2, Carouse 1, Electronics 0

Explorer

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	7	6	6	5
3	6	7	7	7	6	5
4	7	8	8	7	7	6
5	7	8	8	7	7	6
6	7	8	8	8	7	6
7	8	9	9	8	8	7
8	8	9	9	9	8	7
9	8	9	10	9	8	7
10	9	10	10	9	9	8
11	9	10	10	10	9	8
12	9	10	11	10	9	8

2d6	Skills and Skill Levels
2	Astrogation 1, Electronics (Sensors) 1, Survival (Any) 1, Pilot (Spacecraft) 1, Navigation 0, Suit 0
3	Electronics (Sensors) 1, Navigation 1, Survival (Any) 1, Gun Combat 0, Science 0, Suit 0
4	Animals (Riding), Navigation 1, Science (Any) 1, Survival (Any) 1, Flyer 0, Suit 0
5	Astrogation 2, Pilot (Spacecraft) 1, Gunner (Turrets) 1, Gun Combat (Slug Rifle) 1, Science (Any) 1, Survival (Any) 1, Suit 0
6	Electronics (Sensors) 2, Electronics (Computers) 1, Astrogation 1, Navigation 1, Gun Combat 0, Science 0, Suit 0, Survival 0
7	Pilot (Spacecraft) 2, Electronics (Sensors) 2, Astrogation 1, Survival (Any) 1, Navigation 0, Gun Combat 0, Suit 0
8	Electronics (Sensors) 2, Gun Combat (Energy Rifle) 2, Navigation 1, Recon 1, Gunner (Turrets) 1, Survival 0, Suit 0
9	Electronics (Sensors) 2, Science (Planetology) 2, Science (Orbital Mechanics) 2, Pilot (Spacecraft) 1, Astrogation 1, Survival (Any) 1, Recon 1, Gun Combat 0, Tactics 0, Suit 0
10	Astrogation 2, Science (Orbital Mechanics) 2, Pilot (Spacecraft) 2, Suit (Vacc Suit) 1, Electronics 0
11	Gun Combat (Energy Rifle) 2, Recon 2, Stealth 2, Navigation 1, Flyer (Grav) 1, Pilot (Small Craft) 1, Animals 0, Suit 0
12	Pilot (Spacecraft) 3, Electronics (Sensors) 2, Astrogation 2, Survival (Any) 1, Navigation 0, Gun Combat 0, Suit 0

Free Trader

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	6	7	6	4
3	6	7	6	7	7	4
4	7	8	6	7	7	5
5	7	8	7	8	7	5
6	7	8	7	8	8	5
7	8	9	7	8	8	6
8	8	9	8	9	8	6
9	8	9	8	9	9	6
10	9	10	8	9	9	7
11	9	10	9	10	9	7
12	9	10	9	10	10	7

2d6	Skills and Skill Levels
2	Astrogation 1, Broker 1, Persuade 1, Pilot (Spacecraft) 1, Survival 0, Suit 0
3	Electronics (Sensors) 1, Broker 1, Persuade 1, Gun Combat 0, Science 0, Suit 0
4	Broker 1, Persuade 1, Pilot (Spacecraft) 1, Survival (Any) 1, Flyer 0, Suit 0
5	Broker 2, Carouse 2, Pilot (Spacecraft) 1, Persuade 1, Suit 0, Survival 0
6	Admin 1, Broker 1, Carouse 1, Electronics (Computers) 1, Pilot 0, Suit 0, Survival 0
7	Broker 2, Admin 1, Astrogation 1, Electronics 0, Pilot 0, Suit 0, Survival 0
8	Admin 2, Broker 2, Carouse 1, Electronics (Comms) 1, Persuade 1, Astrogation 0, Suit 0, Survival 0
9	Broker 2, Carouse 2, Admin 1, Advocate (Legal) 1, Persuade 1, Suit 0, Survival 0
10	Broker 2, Carouse 2, Pilot (Spacecraft) 2, Astrogation 1, Electronics (Sensors) 1, Persuade 0, Suit 0
11	Admin 3, Broker 2, Carouse 2, Persuade 2, Survival 0, Suit 0
12	Broker 3, Persuade 3, Admin 2, Advocate (Legal) 2, Astrogation 1, Pilot (Spacecraft) 1, Survival 0, Suit 0

Fringe Marketer

2d6	STR	DEX	END	INT	EDU	CHA
2	4	4	4	6	5	3
3	4	5	4	6	5	3
4	4	5	5	6	5	3
5	5	5	5	7	6	4
6	5	6	5	7	6	4
7	5	6	6	7	6	4
8	6	6	6	8	7	5
9	6	7	6	8	7	5
10	6	7	7	8	7	5
11	7	7	7	9	8	6
12	7	8	7	9	8	6

2d6	Skills and Skill Levels
2	Admin 1, Broker 1, Carouse 1, Persuade 1, Streetwise 1, Deception 0
3	Admin 1, Broker 1, Deception (Forgery) 1, Gun Combat (Slug Pistol) 1, Streetwise 1, Recon 0
4	Broker 1, Carouse 1, Deception (Lie), Streetwise 1, Recon 1, Stealth 0
5	Admin 1, Broker 1, Streetwise 1, Advocate 0, Gun Combat 0, Recon 0,
6	Broker 2, Carouse 2, Persuade 2, Admin 1, Streetwise 1, Deception (Lie) 1
7	Broker 2, Streetwise 2, Persuade 2, Admin 1, Carouse 1, Deception (Forgery) 1, Deception (Lie) 1
8	Admin 2, Advocate (Legal) 2, Broker 2, Gun Combat (Slug Pistol) 1, Investigate 1, Deception 0, Electronics 0
9	Admin 2, Broker 2, Carouse 2, Deception (Forgery) 2, Persuade 2, Deception (Lie) 1, Gun Combat (Slug Pistol) 1, Investigate 0, Melee 0
10	Broker 3, Persuade 2, Admin 2, Investigate 2, Electronics (Sensors) 1, Electronics (Computers) 1, Gun Combat (Slug Pistol) 1, Streetwise 1, Melee 0, Diplomat 0
11	Broker 3, Streetwise 3, Admin 2, Recon 2, Deception (Forgery) 2, Deception (Lie) 2, Persuade 2, Carouse 1, Gun Combat (Slug Pistol) 1, Melee (Blade) 1, Mechanic 0
12	Broker 3, Carouse 3, Persuade 3, Streetwise 3, Deception (Lie) 2, Admin 1, Gun Combat (Slug Pistol) 1, Melee (Blade) 1

Gambler

2d6	STR	DEX	END	INT	EDU	CHA
2	5	5	6	7	5	6
3	5	6	6	7	5	6
4	5	6	6	7	6	6
5	6	6	7	8	6	6
6	6	7	7	8	6	7
7	6	7	7	8	7	7
8	7	7	8	9	7	7
9	7	8	8	9	7	8
10	7	8	8	9	8	8
11	8	8	9	10	8	8
12	8	9	9	10	8	9

2d6	Skills and Skill Levels
2	Broker 1, Carouse 1, Deception (Lie) 1, Gambler 1, Recon 1, Investigate 0
3	Deception (Lie) 1, Gambler 1, Interrogation (Questioning) 1, Persuade 1, Science (Probability) 1, Streetwise 0
4	Gambler 1, Investigate 1, Recon 1, Tactics (Sport) 1, Persuade 1, Streetwise 0
5	Carouse 1, Gambler 1, Persuade 1, Streetwise 1, Animals 0, Mechanic 0
6	Carouse 2, Gambler 2, Broker 1, Deception (Lie) 1, Persuade 1, Recon 1, Investigate 0
7	Gambler 2, Deception (Lie) 2, Science (Probability) 2, Persuade 2, Science (Sociology) 1, Streetwise 1, Diplomat 0
8	Gambler 2, Recon 2, Tactics (Sport) 2, Persuade 2, Investigate 1, Streetwise 1, Deception 0
9	Gambler 2, Persuade 2, Streetwise 2, Carouse 1, Animals (Training) 1, Mechanic 1, Recon 1
10	Gambler 3, Carouse 3, Deception (Lie) 3, Interrogation (Questioning) 2, Persuade 2, Recon 2, Science (Probability) 2, Diplomat 1, Investigate 1, Science (Psychology) 1, Tactics 0
11	Gambler 3, Carouse 2, Investigate 2, Recon 2, Persuade 2, Streetwise 2, Diplomat 1, Tactics (Sport) 1
12	Carouse 3, Gambler 3, Animals (Training) 2, Investigate 2, Recon 2, Persuade 2, Streetwise 2, Tactics (Sport) 1, Gun Combat 0, Melee 0

Ground Forces

2d6	STR	DEX	END	INT	EDU	CHA
2	7	7	7	6	5	4
3	7	8	8	6	6	4
4	8	8	9	6	6	5
5	8	8	9	7	6	5
6	8	9	9	7	7	5
7	9	9	10	7	7	6
8	9	9	10	8	7	6
9	9	10	10	8	8	6
10	10	10	11	8	8	7
11	10	10	11	9	8	7
12	10	11	11	9	9	7

2d6	Skills and Skill Levels
2	Carouse 1, Electronics (Computers) 1, Gun Combat (Slug Rifle) 1, Medic (First Aid) 1, Melee (Unarmed Combat) 1, Survival (Any) 1
3	Carouse 1, Gun Combat (Slug Rifle) 1, Gun Combat (Energy Rifle) 1, Navigation 1, Melee (Blade) 1, Survival (Any) 1, Discipline 0, Suit 0
4	Forward Observer 1, Gun Combat (Slug Rifle) 1, Navigation 1, Persuade 1, Recon 1, Stealth 1, Medic 0
5	Suit (Battle Armor) 1, Carouse 1, Electronics (Sensors) 1, Explosives 1, Gun Combat (Slug Rifle) 1, Heavy Weapons (Launchers) 1, Recon 1
6	Gun Combat (Slug Rifle) 2, Melee (Unarmed Combat) 2, Survival (Any) 2, Carouse 1, Discipline 1, Electronics (Computers) 1, Gun Combat (Energy Rifle) 1, Navigation 1, Recon 1, Medic (First Aid) 1, Melee (Blade) 1
7	Carouse 2, Gun Combat (Slug Rifle) 2, Gun Combat (Energy Rifle) 2, Navigation 2, Survival (Any) 2, Suit (Battle Armor) 1, Discipline 1, Melee (Blade) 1, Recon 1, Stealth 1, Medic 0
8	Navigation 2, Recon 2, Stealth 2, Carouse 1, Discipline 1, Forward Observer 1, Medic (First Aid), Persuade 1
9	Suit (Battle Armor) 2, Carouse 2, Gun Combat (Energy Rifle) 2, Heavy Weapons (Launchers) 2, Recon 2, Discipline 1, Electronics (Sensors) 1, Heavy Weapons (Field Artillery) 1, Melee 0, Medic 0
10	Gun Combat (Slug Rifle) 3, Survival (Any) 3, Carouse 2, Melee (Unarmed Combat) 2, Recon 2, Survival (Any) 2, Discipline 1, Melee (Blade) 1, Medic (First Aid) 1, Navigation 1, Survival (Any) 1
11	Navigation 3, Recon 3, Stealth 3, Discipline 2, Forward Observer 2, Melee (Blade) 2, Persuade 2, Medic 0, Electronics 0
12	Suit (Battle Armor) 3, Carouse 3, Gun Combat (Energy Rifle) 2, Heavy Weapons (Launchers) 2, Recon 2, Discipline 1, Electronics (Sensors) 1, Heavy Weapons (Field Artillery) 1, Melee 0, Medic 0

Instructor

2d6	STR	DEX	END	INT	EDU	CHA
2	4	4	4	7	7	6
3	4	4	4	7	7	7
4	4	4	5	8	8	7
5	5	4	5	8	8	7
6	5	5	5	8	8	8
7	5	5	6	9	9	8
8	6	5	6	9	9	8
9	6	6	6	9	9	9
10	6	6	7	10	10	9
11	7	7	7	10	10	9
12	7	7	7	11	11	9

2d6	Skills and Skill Levels
2	Admin 1, Art (Writing) 1, Instruction 1, Language (Any) 1, Persuade 1, Science (Any) 1
3	Advocate (Oratory) 1, Art (Writing) 1, Carouse 1, Instruction 1, Persuade 1, Science (Any) 1
4	Admin 1, Art (Any) 1, Electronics (Computers) 1, Electronics (Comms) 1, Instruction 1, Persuade 1, Science (Any)
5	Admin 1, Art (Any) 1, Broker 1, Instruction 1, Persuade 1, Science (Any) 1
6	Instruction 2, Persuade 2, Admin 1, Art (Writing) 1, Language (Any) 1, Language (Any) 1, Science (Any) 1
7	Advocate (Oratory) 2, Art (Writing) 2, Instruction 2, Persuade 2, Science (Any) 1, Diplomat 1, Investigate 1
8	Art (Any) 2, Instruction 2, Persuade 2, Science (Any) 2, Admin 1, Broker 1, Advocate 0, Diplomat 0
9	Art (Any) 2, Instruction 2, Persuade 2, Science (Any) 2, Admin 1, Broker 1, Flyer (Grav) 1
10	Admin 2, Art (Any) 2, Broker 2, Instruction 2, Persuade 2, Science (Any) 2
11	Instruction 3, Persuade 3, Admin 2, Art (Writing) 2, Language (Any) 2, Science (Any) 2, Language (Any) 1, Language (Any) 1,
12	Advocate (Oratory) 3, Art (Writing) 3, Instruction 3, Persuade 3, Science (Any) 2, Diplomat 1, Investigate 1

Investigator

2d6	STR	DEX	END	INT	EDU	CHA
2	6	6	6	7	7	6
3	6	6	7	7	7	6
4	6	6	7	8	7	6
5	7	7	7	8	8	7
6	7	7	8	8	8	7
7	7	7	8	9	8	7
8	8	8	8	9	9	8
9	8	8	9	9	9	8
10	8	8	9	10	9	8
11	9	9	9	10	10	9
12	9	9	10	10	10	9

2d6	Skills and Skill Levels
2	Advocate (Legal) 1, Carouse 1, Investigate 1, Recon 1, Deception 0, Interrogation 0,
3	Art (Holography) 1, Electronics (Computers) 1, Investigate 1, Medic (Diagnosis) 1, Science (Anatomy) 1, Science (Forensics) 1
4	Advocate (Legal) 1, Carouse 1, Gun Combat (Slug Pistol) 1, Interrogation (Questioning) 1, Investigate 1, Recon 1, Streetwise 1
5	Carouse 1, Gun Combat (Slug Pistol) 1, Interrogation (Questioning) 1, Melee (Unarmed Combat) 1, Recon 1, Stealth 1, Advocate 0, Deception 0
6	Advocate (Legal) 2, Carouse 2, Interrogation (Questioning) 2, Investigate 2, Recon 1, Streetwise 1, Deception 0. Science 0
7	Advocate (Legal) 2, Carouse 2, Interrogation (Questioning) 2, Investigate 2, Recon 2, Deception (Intrusion) 1, Gun Combat (Slug Pistol) 1, Stealth 1
8	Investigate 2, Science (Forensics) 2, Science (Anatomy) 2, Medic (Diagnosis) 2, Art (Holography) 1, Recon 1, Science (Psychology) 1, Deception 0
9	Advocate (Legal) 2, Carouse 2, Interrogation (Questioning) 2, Investigate 2, Recon 2, Deception (Intrusion) 1, Gun Combat (Slug Pistol) 1, Streetwise 1, Science 0
10	Carouse 2, Investigate 2, Interrogation (Questioning) 2, Streetwise 2, Recon 2, Stealth 2, Broker 1, Melee (Unarmed Combat) 1, Gun Combat (Slug Pistol) 1, Science (Forensics) 1, Persuade 1
11	Carouse 3, Advocate (Legal) 2, Investigate 2, Interrogation (Questioning) 2, Recon 2, Stealth 2, Deception (Intrusion) 1, Deception (Lie) 1, Deception (Disguise) 1, Science (Forensics) 1
12	Carouse 3, Investigate 3, Streetwise 3, Gun Combat (Slug Pistol) 2, Interrogation (Questioning) 2, Recon 2, Stealth 2, Melee (Unarmed Combat) 1, Science (Forensics) 1, Deception 0

Journalist

2d6	STR	DEX	END	INT	EDU	CHA
2	4	5	5	6	6	5
3	4	5	5	6	7	5
4	5	5	5	6	7	5
5	5	6	6	7	7	6
6	5	6	6	7	8	6
7	6	6	6	7	8	6
8	6	7	7	8	8	7
9	6	7	7	8	9	7
10	7	7	7	8	9	7
11	7	8	8	9	9	8
12	7	8	8	9	10	8

2d6	Skills and Skill Levels
2	Art (Holography) 1, Art (Writing) 1, Electronics (Computers) 1, Investigate 1, Language (Any) 1, Persuade 1, Survival 0
3	Art (Writing) 1, Carouse 1, Electronics (Computers) 1, Investigate 1, Persuade 1, Streetwise 1
4	Art (Writing) 1, Deception (Intrusion) 1, Carouse 1, Investigate 1, Recon 1, Advocate 0, Jack of All Trades 0
5	Admin 1, Art (Holography) 1, Broker 1, Diplomat 1, Electronics (Computers) 1, Advocate 0
6	Art (Writing) 2, Investigate 2, Persuade 2, Art (Holography) 1, Electronics (Computers) 1, Language (Any) 1, Deception 0, Survival 0
7	Carouse 2, Investigate 2, Persuade 2, Streetwise 2, Advocate (Oratory)1, Art (Writing) 1, Deception (Intrusion) 1, Deception (Disguise) 1, Electronics (Computers) 1, Recon 1
8	Carouse 2, Deception (Disguise) 2, Investigate 2, Streetwise 2, Art (Writing) 1, Recon 1, Jack of All Trades 1
9	Admin 2, Art (Holography) 2, Broker 2, Diplomat 2, Persuade 2, Language (Any) 1, Language (Any) 1, Chef 1
10	Advocate (Oratory) 2, Art (Writing) 2, Persuade 2, Language (Any) 2, Language (Any) 1, Language (Any) 1, Advocate (Politics) 1, Diplomat 1
11	Carouse 3, Investigate 3, Persuade 3, Advocate (Oratory) 2, Art (Writing) 2, Deception (Lie) 2, Deception (Disguise) 2, Deception (Intrusion) 2, Recon 1, Stealth 1
12	Investigate 3, Streetwise 3, Persuade 3, Advocate (Oratory) 2, Art (Writing) 2, Advocate (Politics) 2, Diplomat 2, Leadership 1, Broker 1

Medic

2d6	STR	DEX	END	INT	EDU	CHA
2	5	6	6	7	8	7
3	5	7	6	7	8	7
4	5	7	7	7	8	7
5	6	7	7	8	9	8
6	6	8	7	8	9	8
7	6	8	8	8	10	9
8	7	8	8	9	10	9
9	7	9	8	9	11	10
10	7	9	9	9	11	10
11	8	9	9	10	11	11
12	8	10	9	10	12	11

2d6	Skills and Skill Levels
2	Admin 1, Investigate 1, Medic (Diagnosis) 1, Medic (First Aid) 1, Persuade 1, Science (Anatomy) 1, Electronics 0
3	Admin 1, Broker 1, Carouse 1, Diplomat 1, Medic (Diagnosis) 1, Medic (First Aid) 1, Persuade 1, Science 0
4	Broker 1, Carouse 1, Electronics (Computers) 1, Electronics (Sensors) 1, Medic (Diagnosis) 1, Medic (First Aid) 1, Science 0, Suit 0
5	Flyer (Grav) 1, Medic (Cryogenics) 1, Medic (Diagnosis) 1, Medic (First Aid) 1, Streetwise 1, Gun Combat 0, Science 0, Electronics 0
6	Medic (Diagnosis) 2, Medic (First Aid) 2, Admin 1, Broker 1, Investigate 1, Science (Biology) 1, Persuade 1
7	Medic (Diagnosis) 2, Medic (Surgery) 2, Admin 1, Broker 1, Carouse 1, Diplomat 1, Medic (Nutrition) 1, Medic (First Aid) 1, Science (Biology) 1, Science (Anatomy) 1
8	Electronics (Sensors) 2, Medic (Cryogenics) 2, Medic (Diagnosis) 2, Medic (First Aid) 2, Broker 2, Carouse 1, Electronics (Computers) 1, Medic (Surgery) 1, Medic (Nutrition) 1, Science 0, Suit 0
9	Medic (Diagnosis) 2, Medic (First Aid) 2, Drive (Wheeled) 2, Flyer (Grav) 2, Medic (Cryogenics) 1, Streetwise 1, Gun Combat (Slug Pistol) 1, Science 0, Electronics 0, Pilot 0
10	Medic (Diagnosis) 3, Admin 2, Broker 2, Carouse 2, Diplomat 2, Medic (First Aid) 2, Medic (Nutrition) 2, Medic (Surgery) 2, Science (Biology) 1, Science (Anatomy) 1, Electronics 0
11	Electronics (Sensors) 3, Medic (Cryogenics) 3, Medic (Diagnosis) 2, Medic (First Aid) 2, Broker 2, Carouse 1, Electronics (Computers) 1, Medic (Surgery) 1, Medic (Nutrition) 1, Science 0, Suit 0, Survival 0
12	Medic (Diagnosis) 3, Medic (First Aid) 3, Drive (Wheeled) 2, Flyer (Grav) 2, Medic (Cryogenics) 1, Pilot (Small Craft) 1, Streetwise 1, Gun Combat (Slug Pistol) 1, Science 0, Electronics 0

Navy (Space)

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	7	6	5	4
3	7	7	7	6	5	4
4	7	8	7	6	6	4
5	7	8	8	7	6	5
6	8	8	8	7	6	5
7	8	9	8	7	7	6
8	8	9	9	8	7	6
9	9	9	9	8	8	7
10	9	10	9	8	8	8
11	9	10	10	9	9	9
12	10	10	10	9	10	10

2d6	Skills and Skill Levels
2	Electronics (Sensors) 1, Gun Combat (Laser Rifle) 1, Mechanic 1, Gunner 0, Pilot 0, Suit 0
3	Astrogation 1, Carouse 1, Electronics (Sensors) 1, Pilot (Spacecraft) 1, Suit 0, Survival 0
4	Carouse 1, Engineer (M-Drive) 1, Engineer (Z-Drive) 1, Mechanic 1, Suit 0, Survival 0
5	Gunner (Turrets) 1, Gun Combat (Energy Pistol) 1, Electronics (Sensors) 1, Tactics (Naval) 1, Persuade 1, Suit 0, Survival 0
6	Admin 1, Astrogation 1, Carouse 1, Persuade 1, Pilot 0, Suit 0, Survival 0
7	Pilot (Spacecraft) 2, Astrogation 1, Electronics (Sensors) 1, Mechanic 1, Suit 0, Survival 0
8	Carouse 2, Engineer (M-Drive) 2, Engineer (Z-Drive) 2, Electronics (Computers) 1, Engineer (Life Support) 1, Mechanic 1, Suit 0, Survival 0
9	Gunner (Turrets) 2, Gun Combat (Energy Pistol) 2, Carouse 1, Electronics (Sensors) 1, Tactics (Naval) 1, Suit 0, Survival 0
10	Engineer (M-Drive) 3, Engineer (Z-Drive) 3, Carouse 2, Mechanic 2, Electronics (Computers) 2, Engineer (Life Support) 1, Engineer (Power) 1, Persuade 1, Diplomat 0, Suit 0, Survival 0
11	Gunner (Turrets) 3, Carouse 2, Electronics (Sensors) 2, Gun Combat (Energy Pistol) 2 Tactics (Naval) 2, Persuade 1, Mechanic 1, Suit 0, Survival 0
12	Admin 2, Astrogation 2, Pilot (Spacecraft) 2, Electronics (Sensors) 2, Persuade 2, Diplomat 1, Language (Any) 1, Language (Any) 1, Advocate (Legal) 1, Engineer 0, Tactics 0, Suit 0, Survival 0

Organized Crime

2d6	STR	DEX	END	INT	EDU	CHA
2	6	6	7	5	4	3
3	6	7	7	5	4	3
4	7	7	7	5	4	3
5	7	7	8	6	5	4
6	7	8	8	6	5	4
7	8	8	8	6	5	4
8	8	8	9	7	6	5
9	8	9	9	7	6	5
10	9	9	9	7	7	6
11	9	9	10	8	7	6
12	9	10	10	8	8	7

2d6	Skills and Skill Levels
2	Deception (Intrusion) 1, Flyer (Grav) 1, Gun Combat (Slug Pistol) 1, Melee (Unarmed Combat) 1, Persuade 1, Streetwise 1
3	Deception (Intrusion) 1, Gun Combat (Slug Pistol) 1, Melee (Unarmed Combat) 1, Streetwise 1, Stealth 1, Tactics (Military) 1
4	Broker 1, Gun Combat (Slug Pistol) 1, Melee (Unarmed Combat) 1, Persuade 1, Recon 1, Streetwise 1
5	Admin 1, Broker 1, Gun Combat (Shotgun) 1, Melee (Unarmed Combat) 1, Persuade 1, Streetwise 1
6	Deception (Intrusion) 2, Gun Combat (Slug Pistol) 2, Melee (Unarmed Combat) 2, Persuade 2, Streetwise 2, Flyer (Grav) 1, Diplomat 1
7	Gun Combat (Slug Pistol) 2, Melee (Unarmed Combat) 2, Streetwise 2, Stealth 2, Tactics (Military) 2, Deception (Intrusion) 1, Persuade 1, Investigate 1
8	Broker 2, Gun Combat (Slug Pistol) 2, Melee (Unarmed Combat) 2, Persuade 2, Recon 2, Streetwise 2, Admin 1, Diplomat 1
9	Admin 2, Broker 2, Gun Combat (Shotgun) 2, Melee (Unarmed Combat) 2, Persuade 2, Streetwise 2, Recon 1, Diplomat 1
10	Gun Combat (Slug Pistol) 3, Streetwise 3, Melee (Unarmed Combat) 2, Interrogation (Torture) 2, Streetwise 2, Stealth 2, Tactics (Military) 2, Deception (Intrusion) 1, Persuade 1, Investigate 1
11	Broker 3, Persuade 3, Gun Combat (Slug Pistol) 2, Melee (Unarmed Combat) 2, Recon 2, Streetwise 2, Interrogation (Torture) 2, Admin 1, Diplomat 1, Science (Forensics) 1
12	Admin 3, Broker 3, Gun Combat (Shotgun) 2, Melee (Unarmed Combat) 2, Persuade 2, Streetwise 2, Recon 2, Diplomat 1

Pirate

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	7	4	4	3
3	6	7	7	4	4	3
4	7	8	7	4	4	3
5	7	8	8	5	5	3
6	7	8	8	5	5	4
7	8	9	8	5	5	4
8	8	9	9	6	6	4
9	8	9	9	6	6	5
10	9	10	9	6	6	5
11	9	10	10	7	7	5
12	9	10	10	7	7	6

2d6	Skills and Skill Levels
2	Deception (Intrusion) 1, Electronics (Sensors) 1, Gun Combat (Energy Rifle) 1, Gun Combat (Shotgun) 1, Streetwise 1, Survival 0, Suit 0
3	Admin 1, Astrogation 1, Broker 1, Electronics (Comms) 1, Electronics (Sensors) 1, Mechanic 1, Pilot (Spacecraft) 1, Suit 0, Survival 0
4	Explosives 1, Flyer (Grav) 1, Gun Combat (Shotgun) 1, Melee (Blade) 1, Recon 1, Tactics (Military) 1, Suit 0, Survival 0
5	Electronics (Computers) 1, Engineer (M Drive) 1, Engineer (Z Drive) 1, Mechanic 1, Science 0, Suit 0, Survival 0
6	Electronics (Sensors) 1, Gunner (Turrets) 1, Gun Combat (Energy Pistol) 1, Tactics (Naval) 1, Suit 0, Survival 0
7	Deception (Intrusion) 2, Electronics (Sensors) 2, Gun Combat (Shotgun) 2, Broker 1, Carouse 1, Explosives 1, Streetwise 1, Suit 0, Survival 0
8	Admin 2, Broker 2, Astrogation 1, Electronics (Sensors) 1, Mechanic 1, Pilot (Spacecraft) 1, Suit 0, Survival 0
9	Explosives 2, Gun Combat (Shotgun) 2, Melee (Blade) 2, Recon 2, Tactics (Military) 2, Carouse 1, Persuade 1, Pilot (Small Craft) 1, Survival (Freefall) 1, Medic 0, Suit 0
10	Electronics (Sensors) 2, Gunner (Turrets) 2, Tactics (Naval) 2, Carouse 1, Gun Combat (Energy Pistol) 1, Mechanic 1, Suit 0, Survival 0
11	Engineer (M Drive) 2, Engineer (Z Drive) 2, Mechanic 2, Broker 1, Carouse 1, Electronics (Computers) 1, Suit 0, Survival 0
12	Deception (Intrusion) 3, Broker 2, Carouse 2, Electronics (Sensors) 2, Explosives 2, Gun Combat (Shotgun) 2, Melee (Blade) 2, Tactics (Military) 2, Persuade 2, Survival (Freefall) 2, Mechanic 1, Suit 0

Police

2d6	STR	DEX	END	INT	EDU	CHA
2	7	7	7	5	5	5
3	7	7	8	5	5	5
4	7	8	8	5	5	5
5	8	8	8	6	6	6
6	8	8	9	6	6	6
7	8	9	9	7	7	6
8	9	9	9	7	7	7
9	9	9	10	7	7	7
10	9	10	10	8	8	7
11	10	10	10	8	8	8
12	10	10	11	8	8	8

2d6	Skills and Skill Levels
2	Advocate (Legal) 1, Carouse 1, Deception (Lie) 1, Interrogation (Questioning) 1, Investigate 1, Recon 1
3	Animals (Riding) 1, Athletics (Endurance) 1, Carouse 1, Gun Combat (Slug Pistol) 1, Melee (Bludgeon) 1, Persuade 1
4	Carouse 1, Flyer (Grav) 1, Gun Combat (Slug Pistol) 1, Melee (Bludgeon) 1, Mechanic 1, Persuade 1
5	Drive (Tracked) 1, Explosives 1, Gun Combat (Slug Rifle) 1, Heavy Weapons (Vehicle Mounted) 1, Melee (Bludgeon) 1, Tactics (Military) 1
6	Carouse 2, Deception (Lie) 2, Interrogation (Questioning) 2, Investigate 2, Advocate (Legal) 1, Deception (Disguise) 1, Persuade 1, Recon 1, Stealth 1
7	Carouse 2, Persuade 2, Animals (Riding) 1, Athletics (Endurance) 1, Gun Combat (Slug Pistol) 1, Melee (Bludgeon) 1, Recon 1, Streetwise 1
8	Carouse 2, Flyer (Grav) 2, Persuade 2, Gun Combat (Slug Pistol) 1, Melee (Bludgeon) 1, Mechanic 1, Streetwise 1
9	Explosives 2, Gun Combat (Slug Rifle) 2, Melee (Bludgeon) 2, Tactics (Military) 2, Drive (Tracked) 1, Heavy Weapons (Vehicle Mounted) 1, Persuade 1, Streetwise 1
10	Carouse 3, Persuade 3, Interrogation (Questioning) 3, Advocate (Legal) 2, Deception (Lie) 2, Investigate 2, Recon 1, Streetwise 1
11	Carouse 3, Persuade 3, Gun Combat (Slug Pistol) 2, Melee (Bludgeon) 2, Recon 2, Streetwise 2, Animals (Riding) 1, Athletics (Endurance) 1
12	Carouse 3, Persuade 3, Flyer (Grav) 2, Gun Combat (Slug Pistol) 2, Melee (Bludgeon) 2, Streetwise 1, Diplomat 1, Mechanic 1

Politician

2d6	STR	DEX	END	INT	EDU	CHA
2	4	4	4	7	7	8
3	4	4	4	7	8	8
4	4	4	4	7	8	9
5	4	5	5	8	8	9
6	5	5	5	8	9	9
7	5	5	6	8	9	9
8	5	6	6	9	9	9
9	6	6	6	9	10	10
10	6	6	7	9	10	10
11	6	6	7	10	10	11
12	7	7	7	10	11	11

2d6	Skills and Skill Levels
2	Admin 1, Advocate (Oratory) 1, Advocate (Politics) 1, Carouse 1, Deception (Lie) 1, Etiquette 1, Persuade 1, Electronics 0
3	Advocate (Legal) 1, Advocate (Oratory) 1, Advocate (Politics) 1, Deception (Lie) 1, Etiquette 1, Persuade 1, Leadership 1
4	Admin 1, Advocate (Politics) 1, Art (Writing) 1, Broker 1, Electronics (Comms) 1, Leadership 1
5	Advocate (Politics) 1, Broker 1, Carouse 1, Deception (Lie) 1, Diplomat 1, Etiquette 1, Streetwise 1,
6	Advocate (Oratory) 2, Advocate (Politics) 2, Carouse 2, Persuade 2, Diplomat 1, Deception (Lie) 1, Advocate (Legal) 1, Leadership 1
7	Advocate (Legal) 2, Advocate (Oratory) 2, Advocate (Politics) 2, Deception (Lie) 1, Diplomat 1, Etiquette 1, Persuade 1, Leadership 1, Science (Psychology) 1
8	Admin 2, Advocate (Politics) 2, Art (Writing) 2, Broker 2, Carouse 1, Diplomat 1, Electronics (Comms) 1, Leadership 1, Persuade 1, Streetwise 1
9	Advocate (Politics) 2, Broker 2, Carouse 2, Deception (Lie) 2, Diplomat 2, Advocate (Oratory) 1, Persuade 1, Streetwise 1
10	Advocate (Oratory) 3, Advocate (Politics) 3, Carouse 3, Persuade 3, Diplomat 2, Deception (Lie) 2, Advocate (Legal) 2, Leadership 1
11	Advocate (Legal) 3, Advocate (Oratory) 3, Advocate (Politics) 3, Deception (Lie) 2, Diplomat 2, Etiquette 2, Persuade 2, Language (Any) 1, Leadership 1, Science (Psychology) 1
12	Admin 3, Advocate (Politics) 3, Art (Writing) 3, Broker 3, Carouse 2, Diplomat 2, Electronics (Comms) 2, Etiquette 2, Persuade 2, Leadership 1, Streetwise 1

Port Authority

2d6	STR	DEX	END	INT	EDU	CHA
2	5	5	5	5	5	3
3	6	5	6	5	5	3
4	6	6	6	5	5	3
5	7	6	7	6	6	4
6	7	6	7	6	6	4
7	8	7	8	6	6	4
8	8	7	8	7	7	5
9	8	7	9	7	7	5
10	9	8	9	7	7	5
11	9	8	9	8	8	6
12	9	8	10	8	8	6

2d6	Skills and Skill Levels
2	Advocate (Legal) 1, Electronics (Sensors) 1, Persuade 1, Recon 1, Streetwise 1
3	Admin 1, Astrogation 1, Electronics (Computers) 1, Electronics (Sensors) 1, Pilot (Spacecraft) 1, Persuade 1
4	Advocate (Legal) 1, Electronics (Sensors) 1, Investigate 1, Pilot (Small Craft) 1, Recon 1, Streetwise 1, Suit 0, Survival 0
5	Carouse 1, Electronics (Sensors) 1, Flyer (Grav) 1, Mechanic 1, Streetwise 1, Suit 0
6	Electronics (Sensors) 2, Persuade 2, Recon 2, Carouse 1, Advocate (Legal) 1, Streetwise 1
7	Astrogation 2, Electronics (Computers) 2, Electronics (Sensors) 2, Admin 1, Carouse 1, Diplomat 1, Pilot (Spacecraft) 1, Persuade 1
8	Advocate (Legal) 2, Electronics (Sensors) 2, Investigate 2, Recon 2, Streetwise 2, Broker 1, Carouse 1, Persuade 1, Pilot (Small Craft) 1, Suit 0, Survival 0
9	Carouse 2, Streetwise 2, Admin 1, Broker 1, Electronics (Sensors) 1, Flyer (Grav) 1, Mechanic 1, Persuade 1, Suit 0
10	Admin 2, Astrogation 2, Carouse 2, Diplomat 2, Electronics (Computers) 2, Electronics (Sensors) 2, Persuade 2, Broker 1, Pilot (Spacecraft) 1, Streetwise 1
11	Investigate 3, Recon 3, Streetwise 3, Advocate (Legal) 2, Electronics (Sensors) 2, Broker 2, Carouse 2, Persuade 2, Diplomat 1, Pilot (Small Craft) 1, Suit 0, Survival 0
12	Carouse 3, Streetwise 3, Broker 2, Electronics (Sensors) 2, Persuade 2, Admin 1, Diplomat 1, Jack of All Trades 1, Flyer (Grav) 1, Mechanic 1, Suit 0

Prostitute

2d6	STR	DEX	END	INT	EDU	CHA
2	5	6	6	5	4	3
3	5	6	7	5	4	3
4	5	6	7	5	4	4
5	6	7	7	6	5	4
6	6	7	8	6	5	4
7	6	7	8	6	5	5
8	7	8	8	7	6	5
9	7	8	9	7	6	5
10	7	8	9	7	6	6
11	8	9	9	8	7	6
12	8	9	10	8	7	6

2d6	Skills and Skill Levels
2	Broker 1, Carouse 1, Deception (Lie) 1, Language (Any) 1, Persuade 1, Recon 1, Streetwise 1
3	Admin 1, Advocate (Legal) 1, Art (Dance) 1, Broker 1, Carouse 1, Etiquette 1, Persuade 1, Streetwise 1
4	Art (Dance) 1, Art (Painting) 1, Broker 1, Carouse 1, Diplomat 1, Etiquette 1, Science (Psychology) 1, +2 CHA
5	Broker 1, Carouse 1, Gun Combat (Slug Pistol) 1, Melee (Unarmed) 1, Persuade 1, Streetwise 1, Stealth 0, -2 CHA
6	Broker 2, Carouse 2, Deception (Lie) 2, Persuade 2, Recon 2, Streetwise 2, Diplomat 1, Etiquette 1, Language (Any) 1, Language (Any) 1
7	Admin 2, Art (Dance) 2, Broker 2, Carouse 2, Persuade 2, Streetwise 2, Advocate (Legal) 1, Language (Any) 1, Diplomat 1
8	Broker 2, Carouse 2, Persuade 2, Streetwise 2, Gun Combat (Slug Pistol) 1, Melee (Unarmed) 1, Stealth 0, -2 CHA
9	Art (Dance) 2, Art (Painting) 2, Broker 2, Carouse 2, Diplomat 2, Steward 2, Jack of All Trades 1, Science (Psychology) 1, +2 CHA
10	Admin 3, Art (Dance) 3, Broker 3, Carouse 3, Etiquette 3, Persuade 3, Streetwise 3, Diplomat 2, Advocate (Legal) 1, Language (Any) 1, Jack of All Trades 1
11	Broker 3, Carouse 3, Persuade 3, Streetwise 3, Gun Combat (Slug Pistol) 2, Diplomat 1, Jack of All Trades 1, Melee (Unarmed) 1, Stealth 0, -2 CHA
12	Art (Dance) 3, Art (Painting) 3, Broker 3, Carouse 3, Diplomat 2, Steward 2, Jack of All Trades 1, Science (Psychology) 1, +3 CHA

Scavenger

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	6	6	6	4
3	6	7	7	6	6	4
4	7	7	7	6	6	4
5	7	8	7	7	7	5
6	7	8	8	7	7	5
7	7	8	8	7	7	5
8	8	9	8	8	8	6
9	8	9	9	8	8	6
10	8	9	9	8	8	7
11	9	10	9	9	9	7
12	9	10	10	9	9	7

2d6	Skills and Skill Levels
2	Broker 1, Carouse 1, Language (Any) 1, Mechanic 1, Persuade 1
3	Admin 1, Broker 1, Deception (Intrusion) 1, Mechanic 1, Persuade 1, Streetwise 1
4	Admin 1, Advocate (Legal) 1, Broker 1, Carouse 1, Deception (Lie) 1, Persuade 1
5	Admin 1, Art (Painting) 1, Broker 1, Electronics (Computers) 1, Mechanic 1, Science (History) 1
6	Broker 2, Carouse 2, Mechanic 2, Persuade 2, Investigate 1, Language (Any) 1, Recon 1, Streetwise 1
7	Admin 2, Broker 2, Mechanic 2, Persuade 2, Carouse 1, Deception (Intrusion) 1, Streetwise 1
8	Broker 2, Carouse 2, Deception (Lie) 2, Persuade 2, Admin 1, Advocate (Legal) 1, Science (History) 1
9	Art (Painting) 2, Broker 2, Electronics (Computers) 2, Mechanic 2, Admin 1, Science (History) 1
10	Broker 3, Carouse 3, Mechanic 3, Persuade 3, Investigate 2, Language (Any) 1, Recon 1, Streetwise 1, Jack of All Trades 1
11	Admin 3, Broker 3, Mechanic 3, Carouse 2, Persuade 2, Diplomat 1, Deception (Intrusion) 1, Jack of All Trades 1, Streetwise 1
12	Broker 3, Carouse 3, Persuade 3, Deception (Lie) 2, Admin 1, Advocate (Legal) 1, Diplomat 1, Jack of All Trades 1, Science (History) 1

Sports

2d6	STR	DEX	END	INT	EDU	CHA
2	8	8	8	5	5	4
3	8	8	8	5	5	5
4	9	9	9	5	5	6
5	9	9	9	6	6	7
6	9	9	9	6	7	7
7	10	10	10	6	7	7
8	10	10	10	7	7	8
9	10	10	10	7	8	8
10	10	11	11	7	8	9
11	11	11	11	8	8	10
12	11	11	11	8	8	11

2d6	Skills and Skill Levels
2	Athletics (Any) 1, Carouse 1, Melee (Unarmed) 1, Persuade 1, Tactics (Sport) 1, Leadership 0
3	Athletics (Coordination) 1, Athletics (Endurance) 1, Athletics (Strength) 1, Carouse 1, Tactics (Sport) 1, Leadership 0
4	Admin 1, Advocate (Oratory) 1, Athletics (Endurance) 1, Broker 1, Diplomat 1, Leadership 1, Persuade 1, Tactics (Sport) 1
5	Athletics (Endurance) 2, Carouse 2, Tactics (Sport) 2, Athletics (Strength) 1, Broker 1, Persuade 1
6	Athletics (Coordination) 2, Athletics (Strength) 2, Broker 1, Carouse 1, Diplomat 1, Tactics (Sport) 1, Leadership 0
7	Athletics (Coordination) 2, Athletics (Endurance) 2, Athletics (Strength) 2, Carouse 2, Tactics (Sport) 2, Broker 1, Gambler 1, Leadership 1, Streetwise 0
8	Admin 2, Advocate (Oratory) 2, Broker 2, Diplomat 2, Leadership 2, Persuade 2, Tactics (Sport) 2, Athletics (Endurance) 1, Science (Psychology) 1
9	Athletics (Endurance) 2, Carouse 2, Tactics (Sport) 2, Athletics (Strength) 2, Broker 1, Diplomat 1, Art (Writing) 1, Persuade 1
10	Athletics (Coordination) 2, Athletics (Endurance) 2, Athletics (Strength) 2, Carouse 2, Tactics (Sport) 2, Diplomat 1, Leadership 1, Persuade 1
11	Athletics (Endurance) 3, Carouse 3, Tactics (Sport) 2, Athletics (Strength) 2, Broker 2, Diplomat 1, Leadership 1, Persuade 1
12	Athletics (Coordination) 3, Athletics (Endurance) 3, Athletics (Strength) 3, Broker 2, Carouse 2, Tactics (Sport) 2, Diplomat 1, Leadership 1, Persuade 1

Spy

2d6	STR	DEX	END	INT	EDU	CHA
2	6	7	7	7	6	5
3	7	7	7	7	6	5
4	7	8	7	7	6	5
5	7	8	8	8	7	6
6	8	8	8	8	7	7
7	8	9	8	8	7	7
8	8	9	9	9	8	7
9	9	9	9	9	8	8
10	9	10	9	9	8	8
11	9	10	10	10	9	8
12	10	10	10	10	9	9

2d6	Skills and Skill Levels
2	Deception (Lie) 1, Electronics (Computers) 1, Gun Combat (Slug Pistol) 1, Investigate 1, Language (Any) 1, Language (Any) 1, Melee (Unarmed Combat) 1
3	Deception (Disguise) 1, Flyer (Any) 1, Gun Combat (Slug Pistol) 1, Investigate 1, Language (Any) 1, Streetwise 1, Stealth 1
4	Carouse 1, Diplomat 1, Electronics (Sensors) 1, Investigate 1, Language (Any) 1, Persuade 1, Recon 1, Stealth 1, Survival (Any) 1
5	Broker 1, Deception (Disguise) 1, Deception (Lie) 1, Investigate 1, Jack of All Trades 1, Trade (Any) 1, Gun Combat 0, Melee 0
6	Deception (Disguise) 2, Investigate 2, Flyer (Any) 1, Gun Combat (Slug Pistol) 1, Language (Any) 1, Streetwise 1, Stealth 1
7	Deception (Lie) 2, Electronics (Computers) 2, Gun Combat (Slug Pistol) 2, Investigate 2, Language (Any) 2, Language (Any) 1, Language (Any) 1, Melee (Unarmed Combat) 1, Persuade 1
8	Carouse 2, Diplomat 2, Electronics (Sensors) 2, Investigate 2, Language (Any) 1, Persuade 1, Recon 1, Stealth 1, Survival (Any) 1
9	Broker 2, Deception (Disguise) 2, Deception (Lie) 2, Investigate 2, Jack of All Trades 1, Trade (Any) 1, Gun Combat 0, Melee 0
10	Deception (Disguise) 3, Investigate 3, Flyer (Any) 2, Gun Combat (Slug Pistol) 2, Language (Any) 2, Investigate 1, Recon 1, Streetwise 1, Stealth 1
11	Deception (Lie) 3, Electronics (Computers) 3, Investigate 3, Language (Any) 3, Gun Combat (Slug Pistol) 2, Language (Any) 2, Language (Any) 2, Language (Any) 1, Melee (Unarmed Combat) 1, Persuade 1, Jack of All Trades 1
12	Carouse 3, Deception (Disguise) 3, Deception (Lie) 3, Investigate 3, Broker 2, Diplomat 2, Jack of All Trades 1, Trade (Any) 1, Gun Combat 0, Melee 0

Thief

2d6	STR	DEX	END	INT	EDU	CHA
2	4	7	4	7	5	3
3	4	7	5	7	5	3
4	4	7	5	7	5	4
5	5	8	5	8	6	4
6	5	8	6	8	6	4
7	5	8	6	8	6	5
8	6	9	6	9	7	5
9	6	9	7	9	7	5
10	6	9	7	9	7	6
11	7	10	7	9	8	6
12	7	10	8	9	8	7

2d6	Skills and Skill Levels
2	Deception (Intrusion) 1, Electronics (Computers) 1, Melee (Unarmed Combat) 1, Persuade 1, Streetwise 1, Gun Combat 0
3	Broker 1, Carouse 1, Deception (Disguise) 1, Etiquette 1, Gambler 1, Persuade 1, +3 CHA
4	Electronics (Computers) 2, Broker 1, Carouse 1, Mechanic 1, Persuade 1, Advocate 0
5	Deception (Intrusion) 1, Electronics (Sensors) 1, Gun Combat (Slug Pistol) 1, Recon 1, Stealth 1
6	Deception (Intrusion) 2, Electronics (Computers) 2, Streetwise 2, Melee (Unarmed Combat) 1, Persuade 1, Stealth 1, Gun Combat 0, Investigate 0
7	Deception (Intrusion) 2, Electronics (Sensors) 2, Recon 2, Stealth 2, Gun Combat (Slug Pistol) 1, Investigate 1, Streetwise 1
8	Broker 2, Carouse 2, Deception (Disguise) 2, Investigate 2, Persuade 2, Deception (Intrusion) 1, Etiquette 1, Gambler 1, +3 CHA
9	Electronics (Computers) 2, Broker 2, Carouse 2, Advocate (Politics) 1, Mechanic 1, Persuade 1
10	Deception (Intrusion) 3, Electronics (Sensors) 3, Recon 2, Investigate 2, Streetwise 2, Stealth 2, Gun Combat (Slug Pistol) 1
11	Electronics (Computers) 3, Broker 3, Carouse 2, Advocate (Politics) 1, Mechanic 1, Persuade 1, Streetwise 1
12	Carouse 3, Persuade 3, Art (Acting) 2, Broker 2, Diplomat 2, Deception (Disguise) 2, Etiquette 2, Investigate 2, Deception (Intrusion) 1, Gambler 1, +3 CHA

Vagabond

2d6	STR	DEX	END	INT	EDU	CHA
2	4	4	7	6	4	2
3	4	4	7	6	4	3
4	4	4	8	7	4	3
5	5	5	8	7	4	3
6	5	5	8	7	5	3
7	5	6	8	7	5	3
8	6	6	8	7	5	3
9	6	6	9	8	5	3
10	6	7	9	8	5	3
11	7	7	9	8	6	3
12	7	7	10	8	7	3

2d6	Skills and Skill Levels
2	Melee (Unarmed Combat) 1, Persuade 1, Streetwise 1, Survival (Any) 1, Stealth 0
3	Navigation 1, Persuade 1, Streetwise 1, Survival (Any) 1, Gun Combat (Slug Pistol) 1, Deception 0, Stealth 0
4	Carouse 1, Deception (Lie) 1, Melee (Unarmed Combat) 1, Mechanic 1, Survival (Any) 1, Suit 0
5	Carouse 1, Language (Any) 1, Melee (Unarmed Combat) 1, Streetwise 1, Survival (Any) 1
6	Persuade 2, Streetwise 2, Survival (Any) 2, Melee (Unarmed Combat) 1, Stealth 1, Deception 0
7	Persuade 2, Streetwise 2, Navigation 1, Survival (Any) 1, Gun Combat (Slug Pistol) 1, Deception 0, Stealth 0
8	Carouse 2, Deception (Lie) 2, Survival (Any) 2, Melee (Unarmed Combat) 1, Mechanic 1, Survival (Any) 1, Suit 0
9	Carouse 2, Streetwise 2, Survival (Any) 2, Language (Any) 1, Melee (Unarmed Combat) 1, Persuade 1
10	Persuade 2, Streetwise 2, Survival (Any) 2, Jack of All Trades 1, Melee (Unarmed Combat) 1, Stealth 1, Deception 0
11	Persuade 2, Streetwise 2, Navigation 2, Survival (Any) 2, Jack of All Trades 1, Gun Combat (Slug Pistol) 1, Deception 0, Stealth 0
12	Carouse 3, Deception (Lie) 2, Survival (Any) 2, Jack of All Trades 1, Melee (Unarmed Combat) 1, Mechanic 1, Survival (Any) 1, Suit 0

Politics in Clement Sector

"Always predict the worst and you'll be hailed as a prophet." – Tom Lehrer, July 8, 2006 (standard)

Long before Clement Sector was discovered or the Zimm Drive invented, nationalism and tribalism had begun to resurface. While many in the late 20th century believed the future of Earth was one of globalism and peace, the 21st century and beyond continued to see a politically fractured Earth where not only did many of the nation-states of the early 21st century still exist but also in which a number of regional independence movements would begin to flourish. While some of these would fail or be crushed, others would survive and even surpass the nation from which they left. Others, such as the failed nation of Cascadia, would have an impact which survived far longer than the new state itself.

This situation was further exacerbated by natural disasters, wars, famine, and the competition which arose first over the worlds and moons of the solar system as well as the systems of Earth Sector. When, in 2200, the Conduit was opened from Neu Berlin (Earth 0608) in the Epsilon Eridani system to what would become the Hub system, the competition to settle those worlds was fierce. Not only were the nations of Earth intent on settling these worlds but also many of the regional independence movements which had failed on Earth, large corporations intent on gaining control of resources, religious and political movements anxious to find a place to express themselves, and even families and individuals intent of living away from the mainstream of society.

By the time of the United Nations' last gasp with the Independent Worlds Treaty of 2235, there were already several burgeoning colonies placed by nations, companies, and groups. In the end, this left four subsectors of Clement Sector fully colonized with scattered inhabited worlds in subsectors surrounding the core worlds. Each of these worlds with its own culture, governments, laws, and aims for the future. Thus, in 2331, when the Conduit collapsed and these worlds could not look back to Earth, these differences continued to dominate the situation in Clement Sector.

Neo-Colonialism

In 2181, Germany sent the *Alexander von Humboldt*, a ship large enough to send a small colony of 25 persons with supplies, to Proxima Centauri marking the first time that humanity established a colony outside of the Earth system. Although colonization had already been taking place within the Earth system, most historians mark the establishment of the Lehmanns Gürtel colony in the Debakel system (Earth 0604) as the beginning of the Neo-Colonial period.

As with earlier colonial efforts on Earth in previous centuries, the nations of Earth began to move through the systems in Earth Subsector seeking to exploit the resources they found on these new worlds. With many of the worlds in Earth Subsector being hostile to human habitation, this was often only at the expense of the natural environment. With no indigenous peoples being exploited and relatively few people living in these new colonies, it was generally felt that this new version of colonialism harmed no one and exploited worlds on which no one would want to live.

"*You know what these people are like. It's right in the name. "Poly" from the Greek meaning "Many" and "Ticks" from the English meaning "Bloodsucking parasites"" – Comedian/news analyst Paul Carson, Chicago Tonight, September 19, 2046 (standard)*

However, this was never strictly true. Populations began to expand on these new colonies. Despite naming their second Alpha Centauri colony "Debakel", the German colony continued to grow. Chinese, US, Indian, and Japanese colonies soon followed, and the populations of those worlds gradually increased. While it was true that there were no indigenous peoples on these worlds, no aliens to encounter, it became increasingly true that the Earth governments had no problem overworking and maltreating the people who had chosen to colonize these worlds.

In places where the human colonists were not being overworked and underpaid, humanity employed altrants, uplifted animals, and robots to do the jobs which humans seemed unwilling or unable to perform. Many worlds, particularly during this period, saw the altrants and uplifts as little better than slaves while robots were used as tools and this practice continues on some worlds to this day.

"Humanity during the Neo-Colonial period often prides itself on the fact that resources were obtained without the exploitation of other cultures. This is laughable on its face. The only reason that no one oppressed any aliens is strictly because there were no aliens to oppress. It's not like humanity had suddenly grown past its propensity to inflict harm. Check with the uplifted bears sent to Hub to see if the atmosphere was acceptable. Humanity never changes." - Bettany Harris, "Lies My History Professor Told Me", published September 10, 2301 (standard), Wellington University Press

By the end of the First Interstellar Colonization Period, Earth Subsector had been fully colonized along with worlds further afield in Earth Sector as well as the promise of new worlds in Clement Sector. When it was discovered that the worlds of Clement Sector were far more welcoming than those of Earth Sector, the nations of Earth jumped at the prospect of establishing national colonies there as well.

In 2208, Germany established the colony at Hub (Hub 0405) creating the first colony in Clement Sector. German colonies on Donar, Reuschle, and Sigewif soon followed. Within twenty years, The United Kingdom settled on Wellington, Japan had a colony of Totaro, and the United States had settled on Sophronius. The United Nations, which had already been sidelined by most of the nation states of Earth, attempted to exert control over this expansion and established The Independent Worlds Treaty of 2235 which would restrict the founding of national colonies in Clement Sector to those already in Hub Subsector. Most of the world's nations signed on to the treaty though few actually lived by the treaty's restrictions and the United Nations was powerless to prevent violations of the treaty.

The crafters of the IWT intended to check some of the rampant colonialism which had been taking place, slow the expansion, and, it was hoped, allow for independent colonies which would feel grateful to the UN for allowing their existence. While the former did occur and national colonies slowed for a time, it did not last. In the latter, the IWT was a stunning failure as there was already a cultural shift among the peoples of Earth that would shape the future of Clement Sector.

Independent Colonies

The IWT opened the way for many independent colonies to be formed and the people of Earth moved quickly to take advantage. The years of strong nation-states had often marginalized people who wanted to live outside the norms of that nation or who simply wanted to establish a government which was more in line with what they felt was the right way to govern.

Corporations, such as James Lancaster's Cascadia Colonization Authority (CCA), were formed to move these new colonists to virgin worlds where they could start a new life unburdened by the national governments including a colony named "Cascadia" which would come to be the name of the subsector as well. This effort was most successful in Cascadia Subsector though independent worlds began springing up in what would become Franklin and Sequoyah Subsectors as well.

This led to groups of people without government support setting up their worlds in Clement Sector. Ethnic groups that felt they needed a new homeland moved to Clement Sector such as the Catalans on Catalunya, Igbo on Amadioha, and Native Americans on Sequoyah. Political dissidents such as the Libertarians on Bastiat and the left-leaning Texans who founded Bowemiwak established new worlds. Religious groups, corporations, utopians, and even old noble families from Earth who wished to reestablish their own domains.

However, much to the chagrin of the crafters of the Independent Worlds Treaty, most of these groups simply wanted to be left alone to survive on their own merits. These new colonists were most often escaping the restrictions of the nations which they were leaving and had no desire to once again become part of something larger. The idea of becoming part of the United Nations or some sort of science fiction empire or federation was anathema to them.

"Become part of the United Nations? Join some "federation"? Are you kidding me? We just used all of our money, sold most of our belongings, packed up our kids, and left Yakima to start a new life on Cascadia. We're Cascadians now. We're not Americans and we're damn sure not Earthers!" – Esther White, settler on Cascadia writing to her sister in Westport, Washington in the United States, 2243 (standard)

Although Clement Sector had become a collection of diverse ideas, cultures, and peoples, these worlds all had one thing in common: Independence. Each of these worlds was more interested in the affairs of their own world or solar system than they were concerned with what might be happening on other worlds or systems. Most of these colonies became insular, developing their own identities, and becoming less and less concerned about what might be happening in another system on another world. Indeed, most were far more engrossed in the settlement of the worlds on which they found themselves to worry about the affairs of a world light-years away even if it was only a few days travel with a Zimm Drive.

While some worlds, particularly those of The Hub Federation, have put this attitude aside for what they perceive as the common good, this belief in independence still holds sway on most of the worlds of Clement Sector. In some places, it has given way to more practical concerns such as opening for trade or allowing immigration from other worlds.

However, on some worlds, isolationism has been seen to have benefits to the people of that world or to those in power. Harrison, in the Sequoyah Subsector, fears the spread of the Caxtonist religion to the point of closing themselves off to anyone with cybernetics. Monroe, in the Cascadia Subsector, has put laws into place to slow immigration and visitors, built large non-Zimm capable ships, which they call "monitors", to head off any infiltration from other worlds.

In other places, such as Tulrakh, in the Hub Subsector, this isolationism is used to aid the dictator in keeping his people uninformed and under the ruler's power. Many worlds in Clement Sector have had their original governments replaced by dictators and monarchs who seek to exploit the insular nature of Clement Sector to their own gain.

However, for good or ill, there are changes on the horizon. The Hub Federation was able to bond the German and British colonies of Hub Subsector into one political unit. Several moves are being made to form other interstellar polities. Though the movement is slow, the attitudes of the people of Clement Sector are beginning to change in this regard.

Embassies and Consulates

Most worlds which have an amicable relationship one to another have an embassy in the capital cities of each other's world. These embassies can be anything from an office in a large building to an entire complex of buildings surrounded by a large wall and electronic defenses. While in years past, the word "embassy" denoted the ambassador and any staff which they might require and the building itself was referred to as the "chancery". While some continue to use these terms in this way, it has largely gone out of favor.

In all cases, the embassy will be overseen by the ambassador. The ambassador is seen as the mouthpiece of the government which they represent. With all communications from the ambassador to their home government and back taking anywhere from a week to two weeks, sometimes the ambassador is forced to either stall the government with which they are dealing or make the decision themselves. In such cases, the ambassador simply must hope that the decision is one of which the home government will approve.

The ambassador's job also includes ensuring the safety of persons from their employing world who are living or visiting the world on which the embassy is located. This can include interceding on their behalf in legal matters, assisting the visitor in gaining a visa to visit the world, or promoting trade and tourism to their homeworld. The ambassador's staff will, on most occasions, handle these sorts of activities. Only in the most important cases will the ambassador handle such a job in person.

A consulate is a subordinate office to the ambassador's office in the embassy. Consulates are often located in other cities on the planet, at starports, and on other worlds in the system. These consulates are administered by a consul who is answerable to the ambassador. The consul and their staff will handle the same sorts of issues but are able to do so on a local level.

Extraterritoriality

Most worlds in Clement Sector allow extraterritorial status to the embassies of other world governments. This means that the embassy and the consulates that are located at any location within the system are said to be the sovereign territory of the represented world. The host government is not allowed to enter, for any reason, into the embassy or consulate of another world unless given permission by the ambassador.

Worlds with a law level of 9 or less will allow other worlds to hold such extraterritoriality. Worlds with a listed law level of more than 9 will not allow it.

On worlds that are allied or have cordial relations with one another, the ambassador, the consul, and their staff may choose to reside in locations outside the embassy or consulate. In those cases, these residences are also considered to have extraterritoriality.

Due to extraterritoriality, dissidents, refugees, and even criminals will often attempt to use the embassy or consulate of another world as a refuge. These sorts of incidents can cause tension between the two governments.

During the rebellion against the Burck Group on Campbell (Cascadia 0408) in 2300, one of the top executives of the corporation, Richard Norris, sought refuge in the Cascadian embassy. The ambassador granted him entry to the embassy and plans were made to assist Norris in leaving the planet. However, the rebels saw no reason to honor the embassy's extraterritoriality and attacked the embassy.

The raid killed ten Cascadian marines, fifteen from the diplomatic staff, and five civilians, including Norris, who were in the embassy. Numerous Campbellian rebels were killed in the assault. Ambassador Tyrone Howard was injured in the raid and was held captive for three weeks until a deal was worked out with the Cascadian government for his release. The Cascadian government no longer has an embassy or diplomatic relations with Campbell.

Diplomatic Immunity

Diplomatic immunity is an exemption for ambassadors, consuls, and their staffs from local laws, taxation, searches, and seizures. It also allows the holder of immunity safe passage during times of tension or war between the two governments. The holder of immunity can, however, be expelled from the system if the host government feels that the person is abusing the protection. On many worlds, this may also extend to the immediate family (parents, siblings, spouses, and children) of the holder.

In 2341, the daughter of Hub Federation Ambassador to Cascadia Klaus Kraus was found to be running up debts in the city of Baker in excess of several hundred thousand Cascadian dollars. When local merchants sought to collect these debts, they were informed by the ambassador that she had diplomatic immunity and could not be forced to pay the debt. This caused a diplomatic incident between Cascadia and The Hub Federation exacerbated by the time required to communicate between the two governments. Eventually, The Hub Federation forced Kraus to pay his daughter's debts and he was recalled and replaced with a new ambassador.

Because of diplomatic immunity, many spies which are operating on a world will often be listed as a member of staff from the embassy or a consulate. In this way, they are often able to use such protections as a defense against prosecution upon being caught. Of course, in the shadowy world of spies, an open arrest is not always the end of a spy capture situation.

In 2336, on Sophronius, it was believed that the Kingston government was using its consulate in the city of Brindis as a supply point for Caxtonist-backed rebels operating in the Great New Forest and spies operating within several anti-government rebel groups. The consulate was attacked and destroyed by The Big Stick Brigade, a group of rebels operating on the world that are opposed to the Swanson regime as well as offworld involvement in the rebellion.

Security

All embassies and consulates have some form of security. The form this security takes can vary from government to government but there will always some form of security in an embassy or complex.

Many worlds prefer to use members of their military for this purpose. This may be a special unit of ambassadorial security or simply be a unit of marines or army personnel. Boone, for example, places a platoon of marines in each embassy with squads detached to consulates.

Other worlds prefer to have special units which are most often referred to as the Diplomatic Security Service. These units are often preferred as they have a less military appearance and host governments often feel more at ease with a unit which does not have a military origin. However, Diplomatic Security often receives similar training to military units and are often armed with the same weaponry. Many worlds, however, simply prefer to host a security unit in civilian clothes.

For worlds that wish to have a military presence but do not have the ability, for one reason or another, to station troops or diplomatic security, mercenaries will be hired. Mercenary units will often hire former diplomatic security personnel for assignments such as these.

Interstellar Relations

The following pages will give you a detailed description of the governments and attitudes of the worlds of Clement Sector. This is, by necessity, a summary and an overview of what these worlds are like. If you'd like more detailed information about each world, please consult our *Subsector Sourcebook* series wherein we take each world of a subsector and tell you about its culture, laws, government, people, and the environment on which they exist.

Each world presented here has a relationship with the other worlds in their region. In certain cases, the most powerful worlds will also have relationships with other worlds beyond their region or their subsector. In the section on each world, these relationships will be noted in a table called the Relationship Matrix.

Keep in mind that when you read the Relationship Matrix in a world's section that this is that world's view of the worlds listed. The opposing world may have a different view in their Relationship Matrix than is listed in the target world's Matrix.

If a world is not listed in the world's Matrix, this means that there is no official communication from this world to the unlisted world.

Allied – Allied means that the world not only enjoys cordial relations with the system in question but that they have also signed a treaty or come to an understanding that they will aid the other should some danger arise. Allied worlds will often have extradition treaties with one another and will extend visas and other privileges more easily than they might otherwise. There will always be an embassy present on each other's worlds and usually several consulates.

Cordial – Cordial relations imply that the worlds get along and, on occasion, work together. These worlds will have pleasant relations despite the fact that they may not agree on everything. There will always be an embassy present on this world from the government of the other world and often consulates.

Neutral – Neutral relations mean that there is no alliance or enmity between the two worlds. If the world is listed on the Matrix as having a neutral stance toward another world, this means that despite

there being no formal relationship with the world there is an embassy or some form of communications between the two governments is taking place.

Antagonistic – Antagonistic relations are when the government of one world dislike, disapprove, or perhaps feel threatened by the other world. Antagonistic worlds will not cooperate in any way with one another but will not take offensive actions against one another. There may be an embassy present on each world but not always.

Enemy – A world which is an enemy of another world will not only be antagonistic toward them, but will either be preparing for offensive actions or have already taken such actions against them. Enemy worlds may have laws against providing visas to the population of the targeted worlds and may provide shelter to criminals from those worlds. While it is possible that embassies may exist on the two worlds in question, this is not always the case.

Hub Subsector

The Hub Federation

World	Relationship	World	Relationship
Totaro (Hub 0104)	Cordial	Kohlisch (Hub 0706)	Allied
Kingston (Hub 0106)	Enemy	Hotei (Hub 0710)	Neutral
Viteges (Hub 0207)	Neutral	Franklin (Franklin 0506)	Neutral
Sheba (Hub 0209)	Neutral	Boone (Sequoyah 0305)	Antagonistic
Hottinger (Hub 0401)	Antagonistic	Sequoyah (Sequoyah 0605)	Antagonistic
Sophronius (Hub 0408)	Antagonistic	Harrison (Sequoyah (0805)	Allied
Erlik (Hub 0509)	Antagonistic	Fairfax (Cascadia 0105)	Neutral
Tulrakh (Hub 0603)	Enemy	Monroe (Cascadia 0107)	Antagonistic
Ararat (Hub 0608)	Antagonistic	Gagnon (Cascadia 0308)	Antagonistic
Nanas (Hub 0609)	Antagonistic	Cascadia (Cascadia 0705)	Antagonistic
Maximon (Hub 0702)	Antagonistic	New Perth (Peel 0208)	Allied

Totaro (Hub 0104)

World	Relationship	World	Relationship
Hub Federation	Cordial	Kosi (Sequoyah 0802)	Cordial
Kingston (Hub 0106)	Antagonistic	Harrison (Sequoyah 0805)	Cordial
Sequoyah (Sequoyah 0605)	Antagonistic	Galawdewos (Sequoyah 0603)	Cordial

Kingston (Hub 0106)

World	Relationship	World	Relationship
Hub Federation	Enemy	Thorpe (Sequoyah 0708)	Neutral
Harrison (Sequoyah 0805)	Enemy	Catoosa (Sequoyah 0709)	Neutral
Totaro (Hub 0104)	Antagonistic	Viteges (Hub 0207)	Antagonistic
Sequoyah (Sequoyah 0605)	Antagonistic	Hottinger (Hub 0401)	Cordial
Fimbulvetr (Sequoyah 0606)	Neutral	Tulrakh (Hub 0603)	Cordial
Galawdewos (Sequoyah 0603)	Antagonistic	Sophronius (Hub 0408)	Antagonistic

Viteges (Hub 0207)

World	Relationship	World	Relationship
Hub Federation	Antagonistic	Kingston (Hub 0106)	Antagonistic
Harrison (Sequoyah 0805)	Cordial	Sophronius (Hub 0408)	Neutral
Sheba (Hub 0209)	Cordial		

Sheba (Hub 0209)

World	Relationship	World	Relationship
Hub Federation	Antagonistic	Kingston (Hub 0106)	Antagonistic
Viteges (Hub 0207)	Cordial	Sophronius (Hub 0408)	Neutral
Erlik (Hub 0509)	Cordial	Ararat (Hub 0608)	Cordial
Nasnas (Hub 0609)	Cordial	Hotei (Hub 0709)	Cordial

Hottinger (Hub 0401)

World	Relationship	World	Relationship
Hub Federation	Antagonistic	Kingston (Hub 0106)	Cordial
Tulrakh (Hub 0603)	Cordial	Karnataka (Franklin 0310)	Cordial
Nyx (Franklin 0610)	Neutral	Maximon (Hub 0702)	Neutral
Sigyn (Franklin 0408)	Neutral		

Sophronius (Hub 0408)

World	Relationship	World	Relationship
Hub Federation	Antagonistic	Sheba (Hub 0209)	Neutral
Harrison (Sequoyah 0805)	Antagonistic	Erlik (Hub 0509)	Neutral
Boone (Sequoyah 0305)	Antagonistic	Viteges (Hub 0207)	Neutral
Sequoyah (Sequoyah 0605)	Antagonistic	Hottinger (Hub 0401)	Neutral
Kingston (Hub 0106)	Antagonistic	Tulrakh (Hub 0603)	Neutral
Galawdewos (Sequoyah 0603)	Antagonistic	Ararat (Hub 0608)	Neutral
Nasnas (Hub 0609)	Neutral	Hotei (Hub 0710)	Neutral

Erlik (Hub 0509)

World	Relationship	World	Relationship
Hub Federation	Antagonistic	Sheba (Hub 0209)	Cordial
Sophronius (Hub 0408)	Neutral	Viteges (Hub 0207)	Cordial
Nasnas (Hub 0609)	Cordial	Hottinger (Hub 0401)	Cordial
Kingston (Hub 0106)	Antagonistic	Tulrakh (Hub 0603)	Cordial
Hotei (Hub 0710)	Cordial	Ararat (Hub 0608)	Cordial

Tulrakh (Hub 0603)

World	Relationship	World	Relationship
Hub Federation	Enemy	Erlik (Hub 0509)	Cordial
Sophronius (Hub 0408)	Neutral	Sheba (Hub 0209)	Cordial
Hottinger (Hub 0401)	Cordial	Viteges (Hub 0207)	Cordial
Kingston (Hub 0106)	Cordial	Ararat (Hub 0608)	Cordial
Maximon (Hub 0702)	Neutral	Hotei (Hub 0710)	Neutral

Ararat (Hub 0608)

World	Relationship	World	Relationship
Hub Federation	Antagonistic	Sheba (Hub 0209)	Cordial
Sophronius (Hub 0408)	Neutral	Viteges (Hub 0207)	Cordial
Nasnas (Hub 0609)	Cordial	Hottinger (Hub 0401)	Cordial
Kingston (Hub 0106)	Antagonistic	Tulrakh (Hub 0603)	Cordial
Hotei (Hub 0710)	Cordial	Erlik (Hub 0509)	Cordial

Nasnas (Hub 0609)

World	Relationship	World	Relationship
Hub Federation	Antagonistic	Sheba (Hub 0209)	Cordial
Sophronius (Hub 0408)	Neutral	Viteges (Hub 0207)	Cordial
Ararat (Hub 0608)	Cordial	Hottinger (Hub 0401)	Cordial
Kingston (Hub 0106)	Antagonistic	Tulrakh (Hub 0603)	Cordial
Hotei (Hub 0710)	Cordial	Erlik (Hub 0509)	Cordial

Maximon (Hub 0702)

World	Relationship	World	Relationship
Hub Federation	Antagonistic	Kohlisch (Hub 0706)	Neutral
Nyx (Franklin 0610)	Neutral	Nyahururu (Cascadia 0104)	Neutral
Forseti (Franklin 0810)	Neutral	Fairfax (Cascadia 0105)	Neutral
Catalunya (Cascadia 0202)	Neutral	Hottinger (Hub 0401)	Neutral
Megara (Cascadia 0103)	Neutral	Tulrakh (Hub 0603)	Antagonistic

Kohlisch (Hub 0706)

World	Relationship	World	Relationship
Hub Federation	Allied	Fairfax (Cascadia 0105)	Neutral
Roskilde (Cascadia 0205)	Neutral	Monroe (Cascadia 0107)	Neutral
Maximon (Hub 0702)	Neutral		

Hotei (Hub 0710)

World	Relationship	World	Relationship
Hub Federation	Antagonistic	Sheba (Hub 0209)	Cordial
Sophronius (Hub 0408)	Neutral	Viteges (Hub 0207)	Cordial
Ararat (Hub 0608)	Cordial	Hottinger (Hub 0401)	Cordial
Kingston (Hub 0106)	Antagonistic	Tulrakh (Hub 0603)	Cordial
Nasnas (Hub 0609)	Cordial	Erlik (Hub 0509)	Cordial

Cascadia Subsector

Megara (Cascadia 0103)

World	Relationship	World	Relationship
Tulrakh (Hub 0603)	Antagonistic	Nyahururu (Cascadia 0104)	Antagonistic
Maximon (Hub 0702)	Neutral	Fairfax (Cascadia 0105)	Antagonistic
Catalunya (Cascadia 0202)	Antagonistic	Roskilde (Cascadia 0205)	Antagonistic

Nyahururu (Cascadia 0104)

World	Relationship	World	Relationship
Tulrakh (Hub 0603)	Antagonistic	Megara (Cascadia 0103)	Antagonistic
Maximon (Hub 0702)	Antagonistic	Fairfax (Cascadia 0105)	Antagonistic
Catalunya (Cascadia 0202)	Antagonistic	Roskilde (Cascadia 0205)	Antagonistic

Fairfax (Cascadia 0105)

World	Relationship	World	Relationship
Hub Federation	Antagonistic	Megara (Cascadia 0103)	Antagonistic
Kohlisch (Hub 0706)	Neutral	Nyahururu (Cascadia 0104)	Antagonistic
Catalunya (Cascadia 0202)	Cordial	Roskilde (Cascadia 0205)	Neutral
Monroe (Cascadia 0107)	Antagonistic	Chance (Cascadia 0405)	Neutral
Slaren (Cascadia 0307)	Neutral	Gagnon (Cascadia 0308)	Antagonistic
Hendershot (Cascadia 0208)	Neutral	Campbell (Cascadia 0408)	Neutral

Monroe (Cascadia 0107)

World	Relationship	World	Relationship
Hub Federation	Antagonistic	Cascadia (Cascadia 0705)	Antagonistic
Kohlisch (Hub 0706)	Neutral	Talca (Cascadia 0709)	Neutral
Kyiv (Cascadia 0503)	Cordial	Roskilde (Cascadia 0205)	Neutral
Fairfax (Cascadia 0105)	Antagonistic	Chance (Cascadia 0405)	Neutral
Slaren (Cascadia 0307)	Neutral	Gagnon (Cascadia 0308)	Antagonistic
Hendershot (Cascadia 0208)	Neutral	Campbell (Cascadia 0408)	Neutral

Catalunya (Cascadia 0202)

World	Relationship	World	Relationship
Tulrakh (Hub 0603)	Antagonistic	Nyahururu (Cascadia 0104)	Antagonistic
Maximon (Hub 0702)	Neutral	Fairfax (Cascadia 0105)	Cordial
Megara (Cascadia 0103)	Antagonistic	Roskilde (Cascadia 0205)	Antagonistic

Roskilde (Cascadia 0205)

World	Relationship	World	Relationship
Nyahururu (Cascadia 0104)	Neutral	Megara (Cascadia 0103)	Neutral
Catalunya (Cascadia 0202)	Neutral	Fairfax (Cascadia 0105)	Neutral
Monroe (Cascadia 0107)	Antagonistic	Chance (Cascadia 0405)	Neutral
Slaren (Cascadia 0307)	Neutral	Gagnon (Cascadia 0308)	Antagonistic
Hendershot (Cascadia 0208)	Neutral	Campbell (Cascadia 0408)	Neutral

Hendershot (Cascadia 0208)

World	Relationship	World	Relationship
Monroe (Cascadia 0107)	Antagonistic	Roskilde (Cascadia 0205)	Neutral
Slaren (Cascadia 0307)	Cordial	Gagnon (Cascadia 0308)	Antagonistic
Chance (Cascadia 0405)	Neutral	Campbell (Cascadia 0406)	Cordial

Slaren (Cascadia 0307)

World	Relationship	World	Relationship
Monroe (Cascadia 0107)	Antagonistic	Roskilde (Cascadia 0205)	Neutral
Hendershot (Cascadia 0208)	Cordial	Gagnon (Cascadia 0308)	Antagonistic
Chance (Cascadia 0405)	Cordial	Campbell (Cascadia 0406)	Antagonistic

Gagnon (Cascadia 0308)

World	Relationship	World	Relationship
Monroe (Cascadia 0107)	Antagonistic	Roskilde (Cascadia 0205)	Antagonistic
Hendershot (Cascadia 0208)	Antagonistic	Slaren (Cascadia 0307)	Antagonistic
Chance (Cascadia 0405)	Neutral	Campbell (Cascadia 0406)	Antagonistic

Chance (Cascadia 0405)

World	Relationship	World	Relationship
Monroe (Cascadia 0107)	Neutral	Roskilde (Cascadia 0205)	Neutral
Hendershot (Cascadia 0208)	Neutral	Slaren (Cascadia 0307)	Cordial
Gagnon (Cascadia 0308)	Neutral	Campbell (Cascadia 0406)	Neutral
Fairfax (Cascadia 0105)	Neutral	Dimme (Cascadia 0605)	Neutral
Cascadia (Cascadia 0705)	Antagonistic	Kyiv (Cascadia 0503)	Neutral

Campbell (Cascadia 0406)

World	Relationship	World	Relationship
Monroe (Cascadia 0107)	Neutral	Roskilde (Cascadia 0205)	Neutral
Hendershot (Cascadia 0208)	Cordial	Slaren (Cascadia 0307)	Antagonistic
Chance (Cascadia 0405)	Neutral	Gagnon (Cascadia 0308)	Antagonistic

Kyiv (Cascadia 0503)

World	Relationship	World	Relationship
Monroe (Cascadia 0107)	Cordial	Chance (Cascadia 0405)	Neutral
Antryl (Cascadia 0704)	Antagonistic	Cascadia (Cascadia 0705)	Antagonistic
Dimme (Cascadia 0605)	Antagonistic	Tlix (Cascadia 0706)	Neutral

Dimme (Cascadia 0605)

World	Relationship	World	Relationship
Kyiv (Cascadia 0503)	Antagonistic	Chance (Cascadia 0405)	Neutral
Antryl (Cascadia 0704)	Neutral	Cascadia (Cascadia 0705)	Cordial
Roskilde (Cascadia 0205)	Neutral	Tlix (Cascadia 0706)	Neutral

Joseon (Cascadia 0610)

World	Relationship	World	Relationship
Talca (Cascadia 0709)	Neutral	Yangon (Cascadia 0808)	Neutral
Marlowe (Cascadia 0708)	Antagonistic	Cascadia (Cascadia 0705)	Antagonistic

Antryl (Cascadia 0704)

World	Relationship	World	Relationship
Kyiv (Cascadia 0503)	Antagonistic	Chance (Cascadia 0405)	Neutral
Dimme (Cascadia 0605)	Cordial	Cascadia (Cascadia 0705)	Cordial
Dawn (Dawn 0106)	Cordial	Tlix (Cascadia 0706)	Neutral

Cascadia (Cascadia 0705)

World	Relationship	World	Relationship
Kyiv (Cascadia 0503)	Antagonistic	Chance (Cascadia 0405)	Neutral
Antryl (Cascadia 0704)	Cordial	Dimme (Cascadia 0605)	Cordial
Monroe (Cascadia 0107)	Antagonistic	Tlix (Cascadia 0706)	Cordial
Marlowe (Cascadia 0708)	Allied	Gagnon (Cascadia 0308)	Antagonistic
Hub Federation	Antagonistic	Dawn (Dawn 0106)	Allied
Argos Prime (Dawn 0205)	Neutral	Tranquility (Dawn 0206)	Neutral
Bicocca (Dawn 0404)	Neutral	Slaren (Cascadia 0307)	Neutral

Tlix (Cascadia 0706)

World	Relationship	World	Relationship
Kyiv (Cascadia 0503)	Antagonistic	Chance (Cascadia 0405)	Neutral
Dimme (Cascadia 0605)	Neutral	Cascadia (Cascadia 0705)	Cordial
Marlowe (Cascadia 0708)	Neutral	Antryl (Cascadia 0706)	Neutral

Marlowe (Cascadia 0708)

World	Relationship	World	Relationship
Cascadia (Cascadia 0705)	Allied	Dimme (Cascadia 0605)	Neutral
Tlix (Cascadia 0706)	Neutral	Yangon (Cascadia 0808)	Neutral
Talca (Cascadia 0709)	Neutral	Joseon (Cascadia 0610)	Antagonistic

Talca (Cascadia 0709)

World	Relationship	World	Relationship
Tlix (Cascadia 0706)	Neutral	Yangon (Cascadia 0808)	Neutral
Marlowe (Cascadia 0708)	Neutral	Joseon (Cascadia 0610)	Neutral

Yangon (Cascadia 0808)

World	Relationship	World	Relationship
Tlix (Cascadia 0706)	Neutral	Talca (Cascadia 0709)	Neutral
Marlowe (Cascadia 0708)	Neutral	Joseon (Cascadia 0610)	Neutral

Franklin Subsector

Chennai (Franklin 0101)

World	Relationship	World	Relationship
New Perth (Peel 0208)	Neutral	Peel (Peel 0408)	Neutral
Alverca (Peel 0509)	Neutral	Neachdain (Peel 0410)	Neutral
Hiallt (Franklin 0102)	Neutral	Etxarte (Peel 0203)	Neutral
Minerva (Franklin 0401)	Neutral	Karnataka (Franklin 0310)	Allied

Hiallt (Franklin 0102)

World	Relationship	World	Relationship
Chennai (Franklin 0101)	Neutral	Etxarte (Peel 0203)	Neutral
Minerva (Franklin 0401)	Neutral	Era (Franklin 0304)	Neutral

Tal'Kalares (Franklin 0105)

World	Relationship	World	Relationship
Etxarte (Franklin 0203)	Antagonistic	Era (Franklin 0304)	Neutral
Vasynov (Franklin 0106)	Neutral	Moffett (Franklin 0307)	Neutral
Franklin (Franklin 0506)	Antagonistic	Serapis (Franklin 0108)	Neutral

Vasynov (Franklin 0106)

World	Relationship	World	Relationship
Etxarte (Franklin 0203)	Neutral	Era (Franklin 0304)	Neutral
Tal'Kalares (Franklin 0106)	Neutral	Moffett (Franklin 0307)	Neutral
Atargatis (Franklin 0109)	Neutral	Serapis (Franklin 0108)	Neutral

Serapis (Franklin 0108)

World	Relationship	World	Relationship
Sigyn (Franklin 0408)	Neutral	Karnataka (Franklin 0310)	Neutral
Tal'Kalares (Franklin 0106)	Neutral	Moffett (Franklin 0307)	Neutral
Atargatis (Franklin 0109)	Neutral	Serapis (Franklin 0108)	Neutral
Tupolev (Superior 0710)	Neutral	Superior (Superior 0509)	Neutral

Atargatis (Franklin 0109)

World	Relationship	World	Relationship
Sigyn (Franklin 0408)	Neutral	Karnataka (Franklin 0310)	Neutral
Tal'Kalares (Franklin 0106)	Neutral	Moffett (Franklin 0307)	Neutral
Serapis (Franklin 0108)	Neutral	Serapis (Franklin 0108)	Neutral
Tupolev (Superior 0710)	Neutral	Superior (Superior 0509)	Neutral

Etxarte (Franklin 0203)

World	Relationship	World	Relationship
Chennai (Franklin 0101)	Neutral	Hiallt (Franklin 0102)	Neutral
Minerva (Franklin 0401)	Antagonistic	Era (Franklin 0304)	Antagonistic
Tal'Kalares (Franklin 0105)	Antagonistic	Vasynov (Franklin 0106)	Neutral

Era (Franklin 0304)

World	Relationship	World	Relationship
Chennai (Franklin 0101)	Neutral	Hiallt (Franklin 0102)	Neutral
Minerva (Franklin 0401)	Neutral	Etxarte (Franklin 0203)	Antagonistic
Tal'Kalares (Franklin 0105)	Cordial	Vasynov (Franklin 0106)	Neutral

Moffett (Franklin 0307)

World	Relationship	World	Relationship
Tal'Kalares (Franklin 0105)	Neutral	Vasynov (Franklin 0106)	Neutral
Serapis (Franklin 0108)	Neutral	Atargatis (Franklin 0109)	Neutral
Karnataka (Franklin 0310)	Neutral	Sigyn (Franklin 0408)	Neutral
Cybele (Franklin 0508)	Neutral	Franklin (Franklin 0506)	Neutral

Karnataka (Franklin 0310)

World	Relationship	World	Relationship
Sigyn (Franklin 0408)	Neutral	Cybele (Franklin 0508)	Neutral
Serapis (Franklin 0108)	Neutral	Atargatis (Franklin 0109)	Neutral
Chennai (Franklin 0101)	Allied	Hottinger (Hub 0401)	Cordial

Minerva (Franklin 0401)

World	Relationship	World	Relationship
Neachdain (Peel 0410)	Neutral	Alverca (Peel 0509)	Neutral
Peel (Peel 0408)	Neutral	New Perth (Peel 0208)	Antagonistic
Dagda (Franklin 0602)	Cordial	Chennai (Franklin 0101)	Neutral
Hiallt (Franklin 0102)	Neutral	Etxarte (Franklin 0203)	Antagonistic
Era (Franklin 0401)	Neutral	Avicenna (Franklin 0704)	Neutral
Ariel (Peel 0608)	Allied	Rocroi (Peel 0607)	Neutral

Sigyn (Franklin 0408)

World	Relationship	World	Relationship
Karnataka (Franklin 0310)	Neutral	Cybele (Franklin 0508)	Allied
Serapis (Franklin 0108)	Neutral	Atargatis (Franklin 0109)	Neutral
Moffett (Franklin 0307)	Neutral	Franklin (Franklin 0506)	Cordial

Franklin (Franklin 0506)

World	Relationship	World	Relationship
Mictlan (Franklin 0604)	Antagonistic	Avicenna (Franklin 0704)	Neutral
Dagda (Franklin 0602)	Neutral	Nolan (Franklin 0805)	Antagonistic
Bastiat (Franklin 0807)	Antagonistic	Cybele (Franklin 0508)	Cordial
Sigyn (Franklin 0408)	Neutral	Moffett (Franklin 0307)	Neutral
Tal'Kalares (Franklin 0105)	Antagonistic	Hub Federation	Antagonistic

Cybele (Franklin 0508)

World	Relationship	World	Relationship
Karnataka (Franklin 0310)	Neutral	Sigyn (Franklin 0408)	Allied
Serapis (Franklin 0108)	Neutral	Atargatis (Franklin 0109)	Neutral
Moffett (Franklin 0307)	Neutral	Franklin (Franklin 0506)	Cordial

Dagda (Franklin 0602)

World	Relationship	World	Relationship
Minerva (Franklin 0401)	Cordial	Avicenna (Franklin 0704)	Neutral
Mictlan (Franklin 0604)	Neutral	Franklin (Franklin 0506)	Antagonistic

Mictlan (Franklin 0604)

World	Relationship	World	Relationship
Minerva (Franklin 0401)	Cordial	Avicenna (Franklin 0704)	Neutral
Dagda (Franklin 0602)	Neutral	Franklin (Franklin 0506)	Enemy
Nolan (Franklin 0805)	Neutral	Bastiat (Franklin 0807)	Neutral

Nyx (Franklin 0610)

World	Relationship	World	Relationship
Forseti (Franklin 0810)	Neutral	Maximon (Hub 0702)	Neutral
Hottinger (Hub 0401)	Neutral	Cybele (Franklin 0508)	Neutral

Avicenna (Franklin 0704)

World	Relationship	World	Relationship
Minerva (Franklin 0401)	Neutral	Dagda (Franklin 0602)	Neutral
Mictlan (Franklin 0604)	Neutral	Franklin (Franklin 0506)	Neutral
Nolan (Franklin 0805)	Neutral	Bastiat (Franklin 0807)	Neutral

Nolan (Franklin 0805)

World	Relationship	World	Relationship
Mictlan (Franklin 0604)	Neutral	Franklin (Franklin 0506)	Antagonistic
Avicenna (Franklin 0704)	Neutral	Bastiat (Franklin 0807)	Antagonistic

Bastiat (Franklin 0807)

World	Relationship	World	Relationship
Franklin (Franklin 0506)	Antagonistic	Mictlan (Franklin 0604)	Neutral
Nolan (Franklin 0805)	Antagonistic	Winston (Winston 0208)	Allied
Gehenna (Winston 0309)	Allied		

Forseti (Franklin 0810)

World	Relationship	World	Relationship
Nyx (Franklin 0610)	Neutral	Maximon (Hub 0702)	Neutral

Sequoyah Subsector

Bowemiwak (Sequoyah 0103)

World	Relationship	World	Relationship
Dade (Dade 0704)	Neutral	Osiris (Dade 0603)	Neutral
Chriseda (Sequoyah 0204)	Cordial	Fiume (Sequoyah 0304)	Neutral
Boone (Sequoyah 0305)	Cordial	Gansagi (Sequoyah 0404)	Neutral
Amadioha (Sequoyah 0402)	Neutral	Selu (Sequoyah 0405)	Neutral

Chriseda (Sequoyah 0204)

World	Relationship	World	Relationship
Bowemiwak (Sequoyah 0103)	Cordial	Fiume (Sequoyah 0304)	Neutral
Boone (Sequoyah 0305)	Cordial	Gansagi (Sequoyah 0404)	Neutral
Amadioha (Sequoyah 0402)	Neutral	Selu (Sequoyah 0405)	Neutral

Tukaroi (Sequoyah 0207)

World	Relationship	World	Relationship
Dukagjin (Sequoyah 0407)	Neutral	Torarentsacorsus (Sequoyah 0509)	Neutral
Boone (Sequoyah 0305)	Neutral	Fimbulvetr (Sequoyah 0606)	Neutral

Fiume (Sequoyah 0304)

World	Relationship	World	Relationship
Bowemiwak (Sequoyah 0103)	Neutral	Chriseda (Sequoyah 0204)	Cordial
Boone (Sequoyah 0305)	Neutral	Gansagi (Sequoyah 0404)	Neutral
Amadioha (Sequoyah 0402)	Neutral	Selu (Sequoyah 0405)	Neutral

Boone (Sequoyah 0305)

World	Relationship	World	Relationship
Bowemiwak (Sequoyah 0103)	Cordial	Chriseda (Sequoyah 0204)	Cordial
Fiume (Sequoyah 0304)	Neutral	Gansagi (Sequoyah 0404)	Cordial
Amadioha (Sequoyah 0402)	Neutral	Selu (Sequoyah 0405)	Neutral
Galawdewos (Sequoyah 0603)	Neutral	Sequoyah (Sequoyah 0605)	Neutral
Harrison (Sequoyah 0805)	Antagonistic	Hub Federation	Antagonistic
Dade (Dade 0704)	Cordial		

Amadioha (Sequoyah 0402)

World	Relationship	World	Relationship
Bowemiwak (Sequoyah 0103)	Neutral	Chriseda (Sequoyah 0204)	Neutral
Boone (Sequoyah 0305)	Neutral	Gansagi (Sequoyah 0404)	Neutral
Fiume (Sequoyah 0304)	Neutral	Selu (Sequoyah 0405)	Neutral
Galawdewos (Sequoyah 0603)	Neutral		

Gansagi (Sequoyah 0404)

World	Relationship	World	Relationship
Sequoyah (Sequoyah 0605)	Neutral	Chriseda (Sequoyah 0204)	Neutral
Boone (Sequoyah 0305)	Cordial	Amadioha (Sequoyah 0402)	Neutral
Fiume (Sequoyah 0304)	Neutral	Selu (Sequoyah 0405)	Neutral
Galawdewos (Sequoyah 0603)	Neutral	Fimbulvetr (Sequoyah 0606)	Neutral

Selu (Sequoyah 0405)

World	Relationship	World	Relationship
Dukagjin (Sequoyah 0407)	Neutral	Chriseda (Sequoyah 0204)	Neutral
Boone (Sequoyah 0305)	Cordial	Amadioha (Sequoyah 0402)	Neutral
Fiume (Sequoyah 0304)	Neutral	Gansagi (Sequoyah 0404)	Neutral
Galawdewos (Sequoyah 0603)	Neutral	Torarentsacorsus (Sequoyah 0509)	Neutral
Fimbulvetr (Sequoyah 0606)	Neutral	Sequoyah (Sequoyah 0605)	Neutral
Tupolev (Superior 0710)	Allied	Harrison (Sequoyah 0805)	Neutral

Dukagjin (Sequoyah 0407)

World	Relationship	World	Relationship
Tukaroi (Sequoyah 0207)	Neutral	Torarentsacorsus (Sequoyah 0509)	Neutral
Sequoyah (Sequoyah 0606)	Neutral	Fimbulvetr (Sequoyah 0606)	Neutral
Selu (Sequoyah 0405)	Neutral	Harrison (Sequoyah 0605)	Neutral

Torarentsacorsus (Sequoyah 0509)

World	Relationship	World	Relationship
Tukaroi (Sequoyah 0207)	Neutral	Dukagjin (Sequoyah 0407)	Neutral
Sequoyah (Sequoyah 0606)	Neutral	Fimbulvetr (Sequoyah 0606)	Neutral
Selu (Sequoyah 0405)	Neutral	Harrison (Sequoyah 0605)	Neutral

Galawdewos (Sequoyah 0603)

World	Relationship	World	Relationship
Amadioha (Sequoyah 0402)	Neutral	Gansagi (Sequoyah 0404)	Neutral
Boone (Sequoyah 0305)	Neutral	Selu (Sequoyah 0405)	Neutral
Sequoyah (Sequoyah 0605)	Neutral	Kosi (Sequoyah 0802)	Neutral
Penn (Sequoyah 0801)	Neutral	Harrison (Sequoyah 0805)	Neutral

Sequoyah (Sequoyah 0605)

World	Relationship	World	Relationship
Harrison (Sequoyah 0805)	Antagonistic	Hub Federation	Antagonistic
Galawdewos (Sequoyah 0603)	Neutral	Torarentsacorsus (Sequoyah 0509)	Neutral
Gansagi (Sequoyah 0404)	Neutral	Selu (Sequoyah 0405)	Neutral
Boone (Sequoyah 0305)	Neutral	Fimbulvetr (Sequoyah 0606)	Cordial
Thorpe (Sequoyah 0708)	Neutral	Catoosa (Sequoyah 0709)	Neutral

Fimbulvetr (Sequoyah 0606)

World	Relationship	World	Relationship
Harrison (Sequoyah 0805)	Neutral	Dukagjin (Sequoyah 0407)	Neutral
Galawdewos (Sequoyah 0603)	Neutral	Torarentsacorsus (Sequoyah 0509)	Neutral
Gansagi (Sequoyah 0404)	Neutral	Selu (Sequoyah 0405)	Neutral
Boone (Sequoyah 0305)	Neutral	Sequoyah (Sequoyah 0605)	Cordial
Thorpe (Sequoyah 0708)	Neutral	Catoosa (Sequoyah 0709)	Neutral

Thorpe (Sequoyah 0708)

World	Relationship	World	Relationship
Hub Federation	Enemy	Harrison (Sequoyah 0805)	Antagonistic
Sequoyah (Sequoyah 0605)	Neutral	Fimbulvetr (Sequoyah 0606)	Neutral
Torarentsacorsus (Sequoyah 0509)	Neutral	Catoosa (Sequoyah 0709)	Neutral
Tamaqua (Sequoyah 0710)	Neutral	Dukagjin (Sequoyah 0407)	Neutral

Catoosa (Sequoyah 0709)

World	Relationship	World	Relationship
Tamaqua (Sequoyah 0710)	Cordial	Harrison (Sequoyah 0805)	Neutral
Sequoyah (Sequoyah 0605)	Neutral	Fimbulvetr (Sequoyah 0606)	Neutral
Torarentsacorsus (Sequoyah 0509)	Neutral	Thorpe (Sequoyah 0708)	Neutral

Tamaqua (Sequoyah 0710)

World	Relationship	World	Relationship
Catoosa (Sequoyah 0709)	Cordial	Harrison (Sequoyah 0805)	Neutral
Sequoyah (Sequoyah 0605)	Neutral	Fimbulvetr (Sequoyah 0606)	Neutral
Torarentsacorsus (Sequoyah 0509)	Neutral	Thorpe (Sequoyah 0708)	Neutral

Penn (Sequoyah 0801)

World	Relationship	World	Relationship
Totaro (Hub 0104)	Neutral	Kosi (Sequoyah 0802)	Cordial
Tuplolev (Superior 0710)	Neutral	Galawdewos (Sequoyah 0603)	Neutral

Kosi (Sequoyah 0802)

World	Relationship	World	Relationship
Totaro (Hub 0104)	Neutral	Penn (Sequoyah 0801)	Cordial
Tuplolev (Superior 0710)	Neutral	Galawdewos (Sequoyah 0603)	Neutral

Harrison (Sequoyah 0805)

World	Relationship	World	Relationship
Kingston (Hub 0106)	Enemy	Hub Federation	Allied
Totaro (Hub 0104)	Cordial	Sequoyah (Sequoyah 0805)	Antagonistic
Fimbulvetr (Sequoyah 0606)	Neutral	Thorpe (Sequoyah 0708)	Antagonistic
Boone (Sequoyah 0305)	Antagonistic	Galawdewos (Sequoyah 0603)	Neutral
Selu (Sequoyah 0405)	Neutral	Gansagi (Sequoyah 0404)	Neutral

Dade Subsector

Dashwood (Dade 0401)

World	Relationship	World	Relationship
Arnemuiden (Dade 0402)	Antagonistic	Osiris (Dade 0603)	Antagonistic
Dade (Dade 0704)	Neutral		

Arnemuiden (Dade 0402)

World	Relationship	World	Relationship
Dashwood (Dade 0401)	Antagonistic	Osiris (Dade 0603)	Antagonistic
Dade (Dade 0704)	Neutral		

Osiris (Dade 0603)

World	Relationship	World	Relationship
Dashwood (Dade 0401)	Antagonistic	Arnemuiden (Dade 0402)	Antagonistic
Dade (Dade 0704)	Neutral		

Dade (Dade 0704)

World	Relationship	World	Relationship
Dashwood (Dade 0401)	Neutral	Arnemuiden (Dade 0402)	Neutral
Osiris (Dade 0704)	Neutral	Bowemiwak (Sequoyah 0103)	Neutral
Boone (Sequoyah 0305)	Cordial		

Sarawak (Dade 0707)

The Sarawakians are isolationist to the extreme. They have no official contact with any other world and do not desire such contact. While they will welcome anyone who wishes to join their society, they do not respond well to outsiders who may offer change or a differing point of view.

Superior Subsector

Brunson (Superior 0508)

World	Relationship	World	Relationship
Superior (Superior 0609)	Neutral	Tupolev (Superior 0710)	Neutral

Superior (Superior 0609)

World	Relationship	World	Relationship
Brunson (Superior 0508)	Neutral	Tupolev (Superior 0710)	Neutral
Chennai (Franklin 0101)	Enemy	Serapis (Franklin 0108)	Neutral
Atargatis (Franklin 0109)	Neutral		

Tupolev (Superior 0710)

World	Relationship	World	Relationship
Brunson (Superior 0508)	Neutral	Tupolev (Superior 0710)	Neutral
Selu (Sequoyah 0405)	Allied	Serapis (Franklin 0108)	Neutral
Atargatis (Franklin 0109)	Neutral	Kosi (Sequoyah 0802)	Neutral
Penn (Sequoyah 0801)	Neutral		

Winston Subsector

Winston (Winston 0208)

World	Relationship	World	Relationship
Bastiat (Franklin 0807)	Allied	Gehenna (Winston 0309)	Cordial

Gehenna (Winston 0309)

World	Relationship	World	Relationship
Bastiat (Franklin 0807)	Allied	Winston (Winston 0208)	Cordial

Peel Subsector

Laylah (Peel 0204)

World	Relationship	World	Relationship
New Perth (Peel 0208)	Neutral	Peel (Peel 0408)	Neutral

New Perth (Peel 0208)

World	Relationship	World	Relationship
Laylah (Peel 0204)	Neutral	Peel (Peel 0408)	Neutral
Alverca (Peel 0509)	Neutral	Neachdain (Peel 0410)	Neutral
Rocroi (Peel 0607)	Neutral	Ariel (Peel 0608)	Antagonistic
Minerva (Franklin 0401)	Antagonistic	Chennai (Franklin 0101)	Neutral
Hub Federation	Allied		

Peel (Peel 0408)

World	Relationship	World	Relationship
Laylah (Peel 0204)	Neutral	New Perth (Peel 0208)	Antagonistic
Alverca (Peel 0509)	Neutral	Neachdain (Peel 0410)	Neutral
Rocroi (Peel 0607)	Neutral	Ariel (Peel 0608)	Antagonistic
Minerva (Franklin 0401)	Antagonistic	Chennai (Franklin 0101)	Neutral

Neachdain (Peel 0410)

World	Relationship	World	Relationship
Laylah (Peel 0204)	Neutral	New Perth (Peel 0208)	Neutral
Alverca (Peel 0509)	Neutral	Peel (Peel 0408)	Neutral
Rocroi (Peel 0607)	Neutral	Ariel (Peel 0608)	Neutral
Minerva (Franklin 0401)	Cordial	Chennai (Franklin 0101)	Neutral

Alverca (Peel 0509)

World	Relationship	World	Relationship
Laylah (Peel 0204)	Neutral	New Perth (Peel 0208)	Neutral
Neachdain (Peel 0410)	Neutral	Peel (Peel 0408)	Neutral
Rocroi (Peel 0607)	Neutral	Ariel (Peel 0608)	Neutral
Minerva (Franklin 0401)	Neutral	Chennai (Franklin 0101)	Neutral

Rocroi (Peel 0607)

World	Relationship	World	Relationship
Laylah (Peel 0204)	Neutral	New Perth (Peel 0208)	Neutral
Neachdain (Peel 0410)	Neutral	Peel (Peel 0408)	Neutral
Alverca (Peel 0509)	Neutral	Ariel (Peel 0608)	Neutral
Minerva (Franklin 0401)	Neutral	Chennai (Franklin 0101)	Neutral

Ariel (Peel 0608)

World	Relationship	World	Relationship
Laylah (Peel 0204)	Neutral	New Perth (Peel 0208)	Antagonistic
Neachdain (Peel 0410)	Neutral	Peel (Peel 0408)	Neutral
Alverca (Peel 0509)	Neutral	Rocroi (Peel 0607)	Neutral
Minerva (Franklin 0401)	Allied	Chennai (Franklin 0101)	Neutral

Dawn Subsector

Dawn (Dawn 0106)

World	Relationship	World	Relationship
Cascadia (Cascadia 0705)	Allied	Antryl (Cascadia 0704)	Cordial
Argos Prime (Dawn 0205)	Antagonistic	Tranquility (Dawn 0206)	Neutral
Bicocca (Dawn 0404)	Neutral		

Argos Prime (Dawn 0205)

World	Relationship	World	Relationship
Cascadia (Cascadia 0705)	Antagonistic	Bicocca (Dawn 0404)	Neutral
Dawn (Dawn 0106)	Antagonistic	Tranquility (Dawn 0206)	Antagonistic

Tranquility (Dawn 0206)

World	Relationship	World	Relationship
Cascadia (Cascadia 0705)	Allied	Bicocca (Dawn 0404)	Neutral
Dawn (Dawn 0106)	Allied	Argos Prime (Dawn 0205)	Antagonistic

Bicocca (Dawn 0404)

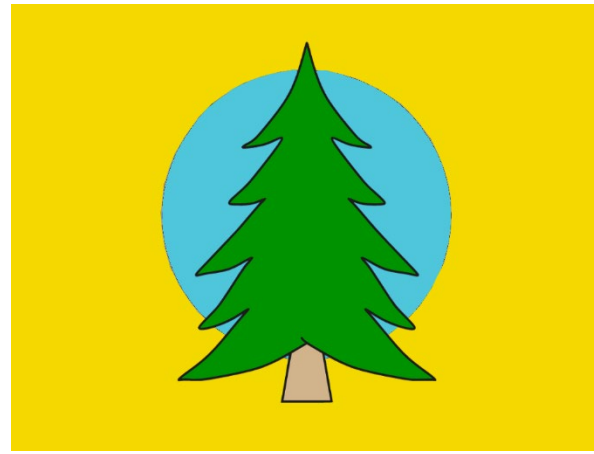
World	Relationship	World	Relationship
Cascadia (Cascadia 0705)	Neutral	Tranquility (Dawn 0206)	Neutral
Dawn (Dawn 0106)	Neutral	Argos Prime (Dawn 0205)	Neutral

Corporations

"Clement Sector wasn't discovered, it was built. Built by all of the people who came across the Conduit to build a new life. Built by the poor who came across to improve their condition. Built by the wealthy who came to expand their wealth. Most of it all, it was built by the corporations and companies which came to Clement Sector to make the lives of all of those people better." - Jefferson Atkins, from his holovid, "The History of Wealth in Clement Sector", January 30, 2340 (standard)

Following the first steps across the Conduit by political entities, the commercial groups soon joined the expansion by humans into Clement Sector. It is no stretch of the facts to say the corporations, their owners and employees, were some of the most important of the first settlers to come to Clement Sector and that they shaped the sector into what we now know in the modern era. People such as Lancaster, Egata, Blaylock, and many others are often given the lion's share of the credit by many historians for making Clement Sector into what it is today.

This section will seek to tell the stories of those economic pioneers and explain how they contributed to Clement Sector in its present form. From there, we will explore the current situation and how it affects the average Clement Sector citizen.



James Lancaster, the Cascadia Colonization Authority, and Lancaster Shipping

Many Clement Sector stories often start with James Lancaster. Lancaster was the founder of Cascadia and several other colonies and many regard him as the "Father of the Cascadia Subsector". This is not mere hyperbole as it could easily be said that many of the colonies of the subsector would not currently exist without his influence.

Lancaster was born on Earth in the city of Everett, Washington on June 3, 2185, during the early years of interstellar colonization. Raised by his father and mother on tales of the attempt to establish a separate country called "Cascadia", the young Lancaster grew up on stories of the failed attempt at secession and of heroes like Alfonso Carter and Sharon McAuliffe. Despite being separated

from the War of Cascadian Independence by more than 100 years, Lancaster was still shaped by the attempted secession of his region and Lancaster became fascinated with earlier periods in history.

Lancaster's father was a worker in the nearby shipyards which made some of the United States' first spaceships and later starships. Once home to aircraft factories, Everett had begun making spaceships as part of what was perceived to be a recovery from the nuclear bomb which had destroyed Seattle in 2043, the destruction of Everett itself in the Hilina Slump incident of the same year, and the creation of Cascadia in 2055. Everett recovered fast and the shipyards were built on Whidbey Island over the ruins of homes destroyed by the megatsunami.

Lancaster followed his father into working at the shipyards and, by 2203, is a welder toiling in the construction area. Welding didn't seem to suit him and, in 2206, Lancaster used money that he had saved to purchase a shuttle. Lancaster began operating the shuttle himself moving freight and passengers from locations on the US and Canadian west coast to orbital stations and Luna. Lancaster Shipping had begun.

While operating the shuttle service, Lancaster gained a reputation as being a tough businessperson. He often gained cargo by undercutting his competition and using aggressive marketing tactics. In addition, he often refused to hire union workers which gained him a negative reputation among locals including his own father and brother. This led to altercations with other workers in the area. One altercation with his brother and a former friend at the shipyard became violent. In 2208, Lancaster engaged in a heated fistfight, which included the possible use of knives, with both men and, while he is said to have won the fight, was left with a scar across his chest and a concussion. At this point, Lancaster became estranged to his father and brother. His mother would divorce his father the following year and Lancaster would remain close to her in years to come.

This sort of physical toughness along with his "take no prisoners" style of business dealings contributed to a legendary status that Lancaster began to enjoy as early as 2210. By that point, his one shuttle had led to the formation of a fleet of shuttles and several insystem freighters which moved cargo and passengers throughout the solar system. By 2213, Lancaster Shipping was in possession of over a hundred shuttles, fifty insystem ships, and twenty Zimm-capable freighters that were moving goods to colonies across Earth Sector.

"Assuming that you think being the sort of man who had literally beat his own brother into the dirt, disrupted the unions in the Pacific Northwest, took advantage of disaster-struck cities, and ran countless people in Washington and Oregon out of business is a great man, then yeah, sure, Lancaster fits the bill. I like to have my heroes be more human" – Darin Brinkes, historian, from his book "The Early Days of Expansion", published by the University of Hottinger Press, 2340 (standard)

Lancaster began to realize that the future of shipping lay with moving goods and people across the Conduit to the new worlds on the other side. He quickly began turning his efforts from operations in Earth Sector and began shifting his focus to Clement Sector. He sold his shuttles and insystem ships and concentrated on building a fleet of freighters which could take products and passengers from locations in Earth Sector to Neu Berlin, through the Conduit, and to worlds within Clement Sector.

By 2235, Lancaster Shipping had the largest commercial fleet in either sector and was moving massive amounts of goods and millions of passengers. When the United Nations passed The Independent Worlds Treaty in that same year, Lancaster saw that the future was in planting colonies in the open zones and then shipping supplies and colonists to those colonies. In effect, Lancaster would be creating his own markets and then shipping to those markets.

To do this, he created a new subsidiary of Lancaster Shipping which he would call the Cascadia Colonization Authority. Named for the failed nation of Cascadia for which he still had fondness; his fleet began scouting out Clement Sector's new worlds to trailing of Hub Subsector for potential

colonies. One of the first would be the colony which would come to be known as Cascadia, the grateful colonists naming their new home after the company which brought them there.

Lancaster Shipping and the Cascadia Colonization Authority assisted in placing colonies throughout what would come to be known as Cascadia Subsector. Lancaster played a major role in planting worlds such as Monroe, Fairfax, Nyahururu, Megara, Chance, Dimme, and Gagnon as well as having a hand in placing others as well. There is no existing settled world in Cascadia Subsector that was not assisted by Lancaster Shipping in some way, form, or fashion. By the 2240s, this move to plant colonies and then service those colonies would make Lancaster the most wealthy man alive.

Lancaster married Lisa Bertram in 2243 on Neu Berlin where he had established a residence. He soon had two sons, Wesley in 2245 and Edward in 2247. His daughter, Marie, followed in 2251.

In 2254, Lancaster's father and brother both died in an accident at the shipyard on Earth. Lancaster traveled with his wife and children as well as his mother and his stepfather back to Earth for the funeral, the first time he had been on Earth in well over a decade. He became depressed and distraught over their deaths and his inability to reconcile his earlier conflicts with them. This loss would haunt him for the rest of his life.

In 2272, Lancaster turned his operations in Earth Sector over to his son, Wesley. Wesley would operate shipping within Earth Sector while Lancaster would continue to oversee all operations in Clement Sector. Despite moving most of Lancaster Shipping into Clement Sector, he still maintained a small fleet of ships that operated solely in Earth Sector and this, he hoped, Wesley would be able to turn into a shipping empire of his own.

This, however, would not be the case. Wesley mismanaged the company greatly. In several efforts to be as tough a businessperson as his father, Wesley would attempt to win arguments with violence. Lancaster would repeatedly tell his son that was not the correct method of doing business for the 2270s but Lancaster's advice fell on deaf ears. In 2279, this ended in tragedy for Lancaster.

On October 15, 2279 (standard), a disagreement over the rights to ship products to Miasma (Androanzi 0707), armed Lancaster Shipping vessels engaged a fleet of armed freighters from Hirst Freightlines. The ships engaged in battle and all the Lancaster ships were destroyed and many of the Hirst ships were lost. The dead included Lancaster's son, Wesley. Following this incident, Lancaster sold his Earth Sector holdings and moved to exclusively operate within Clement Sector with trips back and forth across the Conduit to Neu Berlin to obtain cargo and passengers.

Unfortunately, this would not be the final tragedy to strike Lancaster during this period. In 2281, his mother passed away from natural causes and, in 2285, his son Edward's yacht would disappear. It is believed that Edward's yacht suffered a Zimm drive failure during a transit from Dimme to Chance and was lost somewhere in the empty space between the two systems. His ship has yet to be recovered.

His daughter, Marie, uninterested in the shipping business had settled on Cascadia. She had married Anthony Blackledge, a local politician, whose family is still involved in Cascadian politics today. Lancaster moved from his home on Neu Berlin and built an enormous estate home outside the city of Baker on Cascadia. He retired there in 2290.

In retirement, he sold his shipping fleet to anyone who could convince him that they needed ships. Lancaster's divided fleet would form the backbone of several companies which would follow him such as Diamond Enterprises, Blue Star Line, and many others. He gave the Cascadia Colonization Authority scout ships and colony vessels to the government of Cascadia and the CCA became the Cascadian government's scout and colonization arm.

Lancaster, still in relatively good health, decided to have a doctor end his life in 2330 at the age of 145. He left behind a legacy of worlds colonized, governments founded, and strong businesses that would now follow his lead. Cascadians consistently choose Lancaster as the most important man in recent history and his name is on government buildings, parks, and starships. Cascadians, for

instance, will never refer to the neighboring subsector as Dawn Subsector but rather Lancaster Subsector. His simple drawing of an evergreen tree, made on the back of a paper napkin in a restaurant on Neu Berlin, remains the symbol of Cascadia and is emblazoned on their flag.

Lancaster's love of history is also an integral part of Cascadian life and culture. Many of the buildings on Cascadia echo his love of art deco from the early 20th century. Cascadian starships often reflect design cues that he took from mid-20th century science fiction and art. These designs are sometimes criticized by non-Cascadians as being "style over substance". In any case, Lancaster's life, achievements, and style continue to have a profound influence on Cascadia and Clement Sector as a whole.

Thomas Blaylock and The Blaylock Mining Corporation

Thomas Blaylock was born in 2146 in Roanoke, Virginia in the Southern Alliance. His father was a school teacher and his mother was a Presbyterian minister. When Blaylock was five years old, his father was an injured civilian non-combatant during street fighting during the Red-Blue War between the Southern Alliance and the United States. His father lost his right arm and left eye and refused to have them replaced with cybernetics.

As the war continued, Blaylock and his family moved to the West Virginia mountains where they thought they would be safe from continued fighting. In the meantime, the young Blaylock started making candy and other craft items and used this to help support his family by selling them on the worldnet and to locals. Blaylock's father, depressed and despondent about his injuries and still refusing to have them treated, became an alcoholic. Blaylock's father lost his teaching job, and his mother did her best to work a second job at a local car recharging station. Blaylock's fledgling business helped pay the bills for his family.

Blaylock lived in this way until he was sixteen years old and began working in the local mining industry for Cameron Mining. Cameron Mining had mining interests in the Southern Alliance as well as on Luna, Mars, and the Asteroid Belt. He married his high school sweetheart in 2166, Madeline Blake, and soon they had a son, Andrew in early 2168.

In late 2168, Blaylock found himself, his wife, and his young son being sent by the company to Lutetia in the Earth system's asteroid belt. Once on Lutetia, Blaylock began showing himself to be a good worker as well as a talented manager despite his lack of a college education. Cameron Mining then sent him home to the University of Kentucky where they paid for a college degree in business

management. Once this was completed, Blaylock returned to Lutetia as the general manager of mining operations in 2177.

Blaylock did well in the belt and worked hard to make money for the corporation which had helped him educate himself. He spent the next thirty-one years working in the belt and moving up through the ranks of the corporation. His son joined the company in 2193 after going back to Earth to attend his father's alma mater and earning a business management degree.

In 2208, Blaylock, now the Vice President of Mining Operations for Cameron Mining, wanted to take the corporation into Clement Sector. Todd Cameron, the fourth generation of Camerons to lead the company refused saying that there was still plenty of resources to mine within Earth Sector. Blaylock cursed Cameron's lack of vision and was determined to establish operations in Clement Sector. Eventually, Cameron relented and told Blaylock that he could take limited operations into Clement Sector. By late 2209, Blaylock was overseeing operations in several systems in the Hub Subsector. Blaylock and his family moved to Clement Sector establishing a home in the city of Vogel. Andrew, his son, was now 41, and served as his father's executive assistant.

However, the German and British governments had already sold the mining rights to the systems which they planned on colonizing to Paulsen Mining, a British firm which had already worked with several European nations in Earth Sector. Blaylock refused to stop mining in the claimed systems and eventually, in 2212, this came to a starship battle in what would come to be the Tulrakh system. When word of his actions reached Cameron, Blaylock was fired from Cameron Mining and ordered to return with his ships, crews, miners, and mining equipment. He didn't.

Realizing that his mistake was in locating his mining operation within areas that might be colonized sooner than later, Blaylock moved his renegade miners into the as yet unsettled Franklin Subsector. Establishing himself as Blaylock Mining Corporation in 2235, he claimed the Cybele system (Franklin 0508) as his own and began mining the five asteroid belts in the system. Cameron Mining soon sued Blaylock claiming that his new company was simply a subsidiary of their own because he was using their equipment and employees. Blaylock agreed to their terms and stated that he would return the equipment but the employees who wanted to remain could do so. He also intended to keep all of the profits he'd made from the mines. Cameron agreed to his terms.

However, Blaylock did not return the equipment. In late 2236, Cameron Mining hired a mercenary company to retrieve the equipment. Blaylock and his miners beat back the attack and Cameron decided to remain in Earth Sector. Following this incident, Blaylock decided to arm most of his mining vessels and, later, his transport ships.

The most pressing problem for Blaylock during this period was attempting to get a transport company to haul his ore and metals to his potential customers. Contacting James Lancaster in 2241, Blaylock attempted to secure an exclusive deal with Lancaster Shipping. Lancaster refused, having decided to concentrate his efforts on Cascadia Subsector. Following the meeting, Blaylock decided that his best course of action was to buy his own transport ships and do it himself.

This became an immediate success for Blaylock and the corporation continues to ship its own goods across Clement Sector. For Lancaster, this was something that he considered to be one of his few failures and he regretted not taking Blaylock up on his offer for decades to come.

Having control of his own shipping allowed Blaylock to expand his operations into other systems using Cybele as his base of operations. After his mistake in Hub Subsector in the 2210s, he was careful to secure mining rights to the various systems with the incoming colonists.

In 2268, Andrew Blaylock turned 100 years old. His father, Thomas, now 122, decided that it was time for him to retire and leave the mining business. Thomas retired and left the operation of Blaylock Mining Corporation to his son. Thomas Blaylock would die of heart failure in 2291 at the age of 145.

Andrew Blaylock ran the company as it continued to expand across Clement Sector and became the largest corporation in the sector. Andrew's son, Thomas Blaylock II born in 2213, joined the company after graduating from the University of Kentucky in 2236.

Thomas Blaylock II took control of the corporation in 2236 and, following the lead of his father and grandfather, turned the company over to his son Andrew Blaylock II on his 100th birthday in 2342. Andrew Blaylock II remains in control of Blaylock Mining Corporation (or BMC as they prefer it to be called) while Thomas Blaylock II has retired on Cybele and acts an occasional advisor to his son.

Arthur Egata and Egata Mining Corporation

Arthur Egata was born into a very wealthy family in the Province of Ferrara in Italy in 2222. At the age of 18, he decided to leave Earth with the intention of immigrating to Cascadia, a world which he had read about in a travel magazine. The vessel he chose took a lengthy route to Cascadia which brought him through the Marlowe system and, when he saw the Marlowe Belt, thought it was one of the most beautiful things which he had ever seen. Upon arriving on Cascadia in 2240, he immediately began to learn more about becoming a belter and was eventually hired on at a small company called Jeglum Metals.

Within two years, Achmed Jeglum had allowed the young man to buy into being a partner. Jeglum knew that Egata had a wealthy father and saw this as an opportunity to gain a possible income stream. Unfortunately for Jeglum, Egata had no access to his father's wealth but his enthusiasm for the work seemed to make up for this rather quickly.

However, by 2246, Jeglum Metals was on the edge of going out of business. Still upset over what he perceived as a mistake in not taking Blaylock Mining's transport business, James Lancaster made an offer to Jeglum Metals for exclusive shipping rights to move their ore and metals. Somewhat intimidated by Lancaster, Jeglum sent the young and highly motivated Egata to meet with Lancaster on Cascadia.

Egata was able to secure the deal with Lancaster. While it is not known what happened during the meeting, many have speculated that Egata may have cut Jeglum out of the deal as early as this moment. What is known is that, a few weeks later, Egata found out that his father had died and left his fortune to him. With this money, Egata approached Jeglum and bought out his portion of the

company. Jeglum Metals became Egata Mining Corporation in 2250. Egata's favorite color, green, was now applied to all the mining vessels in the Egata fleet.

Egata immediately began to work on making mining more efficient. He felt that Jeglum had been too easygoing with the workers and allowed for a large amount of waste. He quickly improved the amount of precious metals and important ores retrieved during the mining process. Profits began to soar and Egata began to expand into several different systems with Lancaster Shipping continuing to provide transport.

In 2252, Arthur Egata met and married Stephanie Barnes, a woman that he had met while paying a visit to Cascadia. She joined Egata in the Marlowe system on the asteroid that he had jokingly named "Alcatraz". Egata's mining operations were headquartered there, and he had a large and spacious home created for himself and his wife. However, Egata did not seem to feel that being married should stop his playboy lifestyle and in 2260, Stephanie divorced Egata taking a large financial settlement with her.

This would not be the only divorce for Egata in 2260. Feeling that he had outgrown his relationship with Lancaster, Egata began to purchase freighters of his own. When Lancaster learned of this, he was furious, and the relationship broke down. By 2261, Egata Mining had a transport subsidiary and shipped their own goods to markets across Clement Sector.

In 2278, Egata married his second wife, Joanna Martin, another Cascadian. Egata swore that this meant that he was going to settle down and become a family man. Joanna moved into his palatial home on Alcatraz and many thought that Egata really had changed his ways. In 2280, Joanna gave birth to their son, Walter. However, it was not to be. In 2283, Joanna left Egata and moved back to Cascadia with Walter.

By this point, piracy had become rampant across Clement Sector. Egata Mining vessels were no exception, and this led Egata to begin arming all of his vessels. When that didn't stop boarding parties, he began hiring on ex-military people to begin providing security for his ships.

Famously, the Egata transport, *MV Disco Volante*, was raided by the infamous Colin Drake (who would later be immortalized in the *Superpirate!* holovid show). While the pirate raid itself was damaging, Egata felt that the Foreign Nobility Computer Company may have assisted Drake in raiding the ship as a publicity stunt to show Jordan Computers' security systems as being ineffective. Egata stated this publicly. Foreign Nobility head Zanto Stance denied involvement and laughed it off as being a ridiculous charge. However, Stance used a marketing campaign stating that Egata had been using outdated security equipment from another company and that, if they had been using the newest FN computer equipment, Drake could have been thwarted. For Egata, this simply confirmed his suspicions and there has been bad blood between the two corporations since this event. All Egata vessels exclusively use Suwon Electronics' devices.

From this moment until the present day, a rivalry continues to exist between Egata Mining and Foreign Nobility Computers. The two companies seem to hold a grudge against one another stemming from this incident. In addition, Arthur Egata and his daughter, Rebecca, continue to feud with Zanto Stance. This can be as benign as practical jokes and humorous holiday gifts and as malevolent as attacks on shipping and raids on one another's factories, warehouses, and bases. In 2336, an Egata raid on a Foreign Nobility warehouse killed three FN employees.

"I am a great friend to have but I am a fearsome enemy. If you hurt me, I'm going to hit you back. If I let you hit me without a response, without a much tougher response, than I've become a loser. I'm not a loser. I'm a winner. I'm going to keep winning." – Arthur Egata, in a response to the Baker Tribune, Cascadia, June 7, 2034 (standard)

In 2299, Egata married Sharon Langston. Egata met Sharon on a business trip to Roskilde. This marriage, however, would once again end in failure in 2301. However, this did not keep Egata from attempting to find another marriage partner. Indeed, he found two. In 2303, he married his fourth and fifth wives in a joint ceremony on Alcatraz. Michelle and Katarina still live with Egata in his retirement home located on Chance.

His son Walter had a daughter, Rebecca, in 2300. Egata made every effort to be part of her life and, after graduating with a business degree from Trinity College on Cascadia, she came to work for Egata Mining in 2322. In 2332, Egata turned the company over to Rebecca and retired. At the age of 120, Egata still does occasional consulting work for the company that he built but, most often, he is enjoying his retirement.

Jamie Anderson, Reynaldo Felix, and Anderson and Felix Shipbuilders Company

Jamie Anderson was born in the town of Harrogate in the county of North Yorkshire in the United Kingdom on Earth in 2249. He was educated at the Edinburgh Academy graduating there in 2267. He obtained a master's degree in engineering from The University of Manchester in 2274.

Shortly after obtaining his master's degree, Anderson gained employment with Atlantic Shipbuilding Corporation. A multinational corporation, Atlantic Shipbuilding was producing spaceships and starships for a variety of customers. Anderson excelled in the design work and was able to advance in the company quite quickly.

While working as a project manager, Anderson met Reynaldo Felix, an American engineer, with whom he developed a close friendship. The two found that they enjoyed working together and requested to work together on future projects. Bill Forrester, the manager of Atlantic Shipbuilding noted that the partnership had been fruitful and encouraged their teamwork.

On March 4, 2281, Anderson met and married Faith Peeples. In 2287, the couple had their first son, Brian. Their second son, Timothy, followed in 2289.

Reynaldo Felix was born in Tucson, Arizona in 2230. He attended local public schools and obtained a master's degree in engineering degree from Stanford University in 2256 .

Felix had a love of spaceships and starships that had blossomed when he was a young boy. He built models of starships, read books about spacecraft, and drew pictures of all of them. Following his time at Stanford, he took out a loan and used the money to travel throughout Earth and Clement Sectors. He booked rooms on starships and, when his loan money ran out, found temporary employment on ships to pay for his passage.

During this time, Felix found out what the spacers loved about their ships, where they had common problems, and what they hated about the ships. When he returned to Earth in 2266, spaceships and starships weren't just mere theory. He had a working knowledge about how these craft worked in real-world applications. He immediately sought employment.

Working first for StarCorp, then British Space Systems, and then Atlanta Consolidated, Felix found that his creativity was unwanted and that he was expected to toil away on improving the designs of others. While he understood that this was the way to get started, in his heart, he felt that life had given him more experience than those around him. While his talent was never in question, many of those around him questioned his work ethic as it seemed difficult for him to stay focused on the task at hand. His moving from company to company did not help his reputation either.

In 2276, after two attempts to get hired on at Atlantic Shipbuilding, Felix gained a job there. He moved from the Atlanta suburbs in the Southern Alliance to the US northeast and went to work at Atlantic. Initially, Felix found working at Atlantic to be just as mind-numbing as his previous jobs and depression began to set in on him. Things would swiftly improve as he was placed on a team led by Jamie Anderson.

Felix's teaming with Anderson improved his outlook immensely. Andersson appreciated Felix's creativity and Felix felt that his contributions were being heard. The pairing quickly became an asset to Atlantic. Within a few years, Anderson and Felix were the lead designers on most of Atlantic's starship building projects.

Both Anderson and Felix had been looking at the possibility of leaving Atlantic and going out on their own as shipbuilders. In 2294, while working on a new project for the German government, the pair crossed the Conduit, a first for Anderson, and visited Hub. It was there that Felix was able to show Anderson the need for expert shipbuilders on the Clement side of the Conduit. They both knew that it should be them.

Five years later, the pair started Anderson and Felix Shipbuilders Company in the city of Vogel on Hub. When the company first started, they were only capable of building shuttles and other small craft. In the early 2300s, Anderson & Felix Shipbuilders Company was known as the best shuttle builders in all of colonized space and this success allowed them to build an orbital shipyard.

This new shipyard allowed them to expand into larger and larger ships. By the 2320s, Anderson & Felix was building more ships for more clients than any other private shipbuilder in either Earth Sector or Clement Sector. They were building ore ships for Blaylock Mining Corporation, transport ships for Diamond Enterprises, defense ships for small navies, and cruise ships for Blue Star Lines.

Felix often traveled to Earth during this period to visit friends there. While there he would make personal visits to existing clients as well as attempt to cultivate new ones. Felix was a passenger on the Fiesta cruise liner, *Harmony of the Stars*, when it left Terminal and entered The Octagon of the Conduit on April 15, 2331. The Conduit collapsed only a few minutes after *Harmony* entered and, while it had time to cross to Neu Berlin, it is unclear if the cruise ship made it. Reynaldo Felix's current status is unknown.

Though devastated by the loss of his friend and business partner, Anderson continued to run the company. Felix's name was kept on the corporation and, Anderson said, always would be.

Anderson & Felix Shipbuilders quickly became involved with the Hub Federation on its inception shortly after the Conduit collapsed. When approached by the new interstellar government,

Anderson replied that he would be happy to provide the Federation with all of the expertise and manpower that A&F could muster.

In 2342, Jamie Anderson announced that he would be reducing his workload as the head of the company. While not retired, he is no longer the head of the company and has become an "Executive Advisor".

Anderson & Felix continues to be the most prolific of all shipyards in Clement Sector. Despite the loss of Reynaldo Felix, A&F continues to move forward. In recent years, Anderson's son Timothy has started a separate company called Anderson Shipping. While the two companies are not affiliated, it is believed that Timothy Anderson has secured a lucrative ship production deal with his father's company.

FOREIGN NOBILITY

Zanto Stance and The Foreign Nobility Computer Company

Zanto Stance was born in the town of Oak Grove, in West Carroll Parish, in Louisiana in the Southern Alliance on March 26, 2239. He was educated in local schools and attended college at Louisiana State University. He graduated with a computer science degree in 2262.

Stance was fascinated by holography and computer systems at a young age. As his education continued, his fascination only grew. In time, he began to question some of the ingrained prejudices against artificial intelligence. In 2270, Stance immigrated to the British colony on Wellington.

In 2271, he founded the Foreign Nobility Computer Company. The name, Stance said, reflected his feeling that, on Wellington, he felt like a "stranger in a strange land". From that moment onward, he planned to attack a prejudice that had been in existence for 185 years.

During the South Pacific War of 2081-2086, an artificial intelligence on a Japanese war satellite determined that the best course of action to end the war would be an all-out attack on Bangkok. The AI launched a devastating kinetic orbital strike on the city without any permission given by humans in Japan or elsewhere. The attack did, indeed, win the war for the Japanese-Australian alliance but the distrust this engendered toward artificial intelligence would last well into the 24th century. The United Nations would ratify the Bangkok Agreement in 2087 outlawing the use of artificial intelligences in any form. Though this was sometimes overstepped, particularly by governments and corporations in covert operations, the general public approved of this ban, and it remained popular for years to come.

While others had questioned this orthodoxy, Stance was the first to actively begin taking actions against it. With the release of the Foreign Nobility Mark I Integrated Computer System in 2272, the system utilized more independent thought than had been attempted since the Bangkok

Agreement had been ratified by the United Nations in 2087. The Mark I was a computer system with an extensive holographic interface that would bring together all the ship's systems under the control of the computer. While this had many opportunities for human interaction and override, many saw it as a dangerous precedent.

The FN Mark I system was well-received by many in the public, but the British government was not at all impressed. The British government deported Stance and he was forced to move operations to a new location. Stance moved to Sigyn (Franklin 0408). Following this move by the British government, significant backlash began to occur. Many customers experienced problems with the Mark I. Some reports, many of which were found later to be media fabrications, stated that the Mark I had refused to follow human instructions. Later investigations showed these to be false, but the damage was done to Stance and the company.

However, during his time on Wellington, he met Anastasia Davis. He married Anastasia on April 17, 2272, just a few days before the release of the Mark I. When the British government deported him, Anastasia accompanied him to Sigyn.

The Scandinavians on Sigyn welcomed Stance with open arms and he immediately began work on the Mark II. However, the Mark II was not as successful as the Mark I due in part to unfavorable media coverage of it and partly because many saw little difference from the first edition of the software to the second. Upon its release in 2280, many saw the release as an attempt to make a "money grab" as the new version of the software had few innovations and an increased cost. The Mark II struggled on for an additional three years before being canceled by Foreign Nobility.

In addition, Foreign Nobility released several other products during this period aimed at consumers other than ship owners. These initial attempts at products outside the main offering were unsuccessful with the market.

To make matters worse for Stance, his wife Anastasia died in the same year as the Mark II's failure. Her yacht suffered a Zimm Drive failure and was lost somewhere between Sigyn and Karnataka. The ship was later discovered, and her body recovered.

Stance was distraught. At first, he decided that he could no longer live on Sigyn and relocated his company and home to the new colony of Bastiat near the end of 2280. As contractors built his luxurious home outside the city of Bayonne, he lived in an apartment near the center of the city. There he stayed, refusing to leave the apartment, see visitors, or interact with anyone other than the Foreign Nobility board of directors with whom he only spoke through holographic communication. Many felt that Stance was going insane.

In 2283, Foreign Nobility replaced Stance as the CEO of the company with Robert Mulder. Stance retreated further into seclusion and Mulder moved forward in attempting to keep FN afloat. Mulder began opening Foreign Nobility stores in A-class ports throughout Clement Sector with the intention of expanding the company's reach to other markets than ship's computers. Mulder moved Foreign Nobility into the handcomp, mindcomp and robotics business.

Holography, Mulder believed, was the key to gaining customers and this move into holotanks and holoprojectors for the home market not only kept Foreign Nobility moving forward but also expanded the belief that artificial intelligences might not be so bad. After all, if a limited AI was cooking your meals and cleaning your floors, how bad could they be?

Mulder expanded on Stance's idea of the Human Holographic Interface (HHI). HHIs can be programmed to appear as anything or anyone that the user wishes. The most common use is to have the HHI appear as an attractive human being, sometimes a celebrity or fictional character, which appears to be real. Early HHIs from Foreign Nobility and other companies would appear grainy or transparent but this would be greatly improved in later models to the point that many FN Stores use holographic employees. Part of the sport of entering an FN Store is attempting to ascertain which employee is real and which is a hologram without touching them.

Stance returned to the company in 2285, seemingly having recovered from his depression. He was first made Creative Director of Foreign Nobility and his first product for the company was an improved Foreign Nobility Mark III integrated computer system for starships. Having been surpassed by their chief competitor, Jordan Computers, for a time, Stance employed his own notions of increasing the autonomy of artificial intelligence as well as combining this with Mulder's holography and the increased use of robotic avatars.

Following this, many noted that Stance seemed to be drowning his sorrows in drink, parties, and a wide variety of temporary companionship. While this worried many on the board of directors, Stance seemed to be able to balance his new partying lifestyle with his professional responsibilities. While the board came to accept this new side of Stance, many outside the company were offended and horrified by this behavior. Despite this, Stance continues to live this lifestyle.

In 2286, the Egata ore carrying transport *MV Disco Volante* was raided by Colin Drake as part of his piracy campaign across Franklin, Hub, and Sequoyah Subsectors. All Egata vessels were now equipped with Jordan Computers' Shelter System which not only employed their own version of Foreign Nobility's integrated software but also their own risk assessment and security protocols. Drake and his pirate band overcame the Shelter System with ease leading many to believe that the pirates had assistance. Arthur Egata placed the blame squarely on Zanto Stance. Egata stated to the media that he believed that Stance had employed Drake a publicity stunt and provided the pirates with information concerning weaknesses in the Shelter System. Stance vehemently denied the charges.

However, not being one to allow publicity to go to waste, Stance began a marketing campaign that stated that Egata had been using outdated security equipment from another company and that, if they had been using the newest FN computer equipment, Drake could have been thwarted. For Egata, this simply confirmed his suspicions and there has been bad blood between the two corporations since this event. Rumors continue to spread that two of Drake's ships (*The Shadow* and *Gypsy Rose*) had prototype Foreign Nobility Mark III computer systems installed in them. No one has even been able to confirm these rumors.

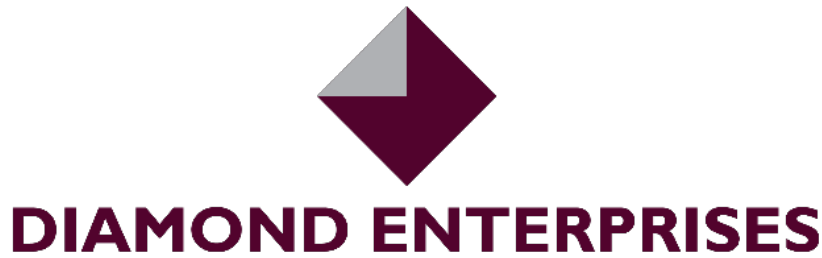
Stance continues to hold a grudge against Egata Mining and the Egata family. This grudge is shared as Egata, and Foreign Nobility continue to spar against one another. Sometimes this takes the form of pranks and jibes. One year, at Christmas, Egata sent Stance, well-known for his playboy behavior, a case of venereal disease treatments. Stance, in response, sent the teetotaler Arthur Egata a case of Slaren's Finest whiskey. In addition, Foreign Nobility is a major sponsor of the *Superpirate!* holovid show for no other reason than to anger Egata Mining which is often portrayed as the villain to the eponymous anti-hero of the show.

It's not all fun and games though. A recent attack by Egata Mining security forces on a Foreign Nobility warehouse killed three FN employees. Since then, Foreign Nobility security chief Michael Nixon has led reprisal attacks on Egata Mining facilities.

The Foreign Nobility Mark III was a resounding success and restored the company to their status as the leading developer of computers, software, mindcomps, handcomps, and other systems. Stance replaced Mulder as the CEO of the company in 2293.

The most current model of the Foreign Nobility interface is the Mark VI. The Mark VI features life-size holographic avatars which are extremely lifelike. There is an option to have a biosynth android replace the holographic avatar allowing for the avatar to move about outside the ship with the crew to provide enhanced access to the ship's knowledge resources while being able to access task software loaded to the biosynth itself.

Stance is currently 103 years old and lives in his spacious mansion on Bastiat just outside the city of Bayonne.



Maxwell Chandra and Diamond Enterprises

Maxwell Chandra was born in the city of Gurgaron in the Indian state of Haryana on August 7, 2250. His father was an Indian engineer working for a German company while his mother was from the Southern Alliance and worked as an executive for a soda company. Maxwell was educated in the local Haryana schools until an aircraft accident killed his father in 2266. His mother, distraught over the loss of her husband, took her only child back to the Southern Alliance. Chandra would complete his primary education in Atlanta, Georgia and would attend college at Georgia Tech.

Disillusioned with both the Southern Alliance and with Georgia Tech, Chandra returned home to India and joined the Indian Space Navy in 2272. He served as a spacer for fifteen years, leaving the navy in 2287.

After leaving the navy, Chandra signed on with Vasseur Shipping. Vasseur Shipping was a French company which had been struggling to compete with James Lancaster over the past twenty-two years. Simon Vasseur saw promise in Chandra. Chandra, within a few months of his arrival with the company, was already serving in Vasseur's inner circle of "young geniuses" that Vasseur referred to as his "salon". Chandra seemed to be in line to become the man's protégé.

Vasseur had been competing with Lancaster Shipping for exclusive rights to Tisdale Mining Company's ore and metals business. Most of this business was moving into Franklin Subsector from their newly built base on Catoosa (Sequoyah 0709) and Lancaster had recently expanded his business to include routes to Franklin, Sigyn, and Tal'Kalares.

In 2288, Tisdale Mining gave the exclusive contract to Vasseur Shipping. Within weeks of this decision, Vasseur saw piracy against his ships rising as they moved from Sequoyah through Hub and into Franklin Subsectors. Small bands of pirates, many of which did not seem to exist only a few months previous, began to attack Vasseur's ships. Attacks were even made on Vasseur's corporate bases on Avicenna and Tal'Kalares. These attacks took a deep toll on Vasseur's business, and many believed that Lancaster was responsible for the raids.

These raids crippled not only Vasseur Shipping and Tisdale Mining but they also severely damaged Vasseur himself. In 2290, Vasseur died from a massive heart attack and was unable to get to medical attention due to being in Zimmspace at the time. Vasseur left his business to Chandra on his deathbed upsetting his other long-term protégé, Jennifer Mareno.

Lancaster, however, was on his way out of business as well. When Lancaster retired in the same year that Vasseur died, Chandra saw the opportunity to expand Vasseur's former business and build his own legacy. Chandra pulled his money together and purchased Lancaster's Franklin Subsector routes as well as the ships and crews. All in all, Chandra used Vasseur's money, his own money, and a large loan taken from the Zhou Bank to pay the equivalent of 1.2 billion Hub Federation credits to Lancaster. Chandra then renamed Vasseur Shipping to Diamond Enterprises.

Chandra moved his base of operations to Bastiat in the Franklin Subsector. From there, he continued to expand by establishing routes into Sequoyah, Hub, and Cascadia Subsectors as well as to newly established colonies. In some cases, the routes were already established by other companies and, indeed, colonies were being established or aided by corporations and then Diamond Enterprises would begin running routes to them. This angered a great many of Chandra's competitors and, in many cases, led to armed conflict between Diamond and other corporations.

Chandra's tactics have led to direct confrontations between Diamond and other shipping companies. These disagreements will often lead to fistfights in starports, brawls in nightclubs, and starship battles between escort vessels. In early 2331, the Blue Star Line publicly accused Diamond Enterprises of being little more than pirates. Blue Star cited over a dozen instances where Diamond ships had attacked other vessels and stolen their cargo or, indeed, the ships themselves. Chandra denies all such charges.

Chandra continues to run Diamond Enterprises at the age of 92. He lives in a palatial estate northeast of the city of Freehold on Bastiat.

Jennifer Mareno and Mareno Metals

Jennifer Mareno was born in the city of Laredo in The Republic of Texas on April 19, 2250. Mareno was educated in local schools and began working at Vasseur Shipping's Dallas-Fort Worth extension office as soon as she graduated from high school in 2268.

After impressing Simon Vasseur during a trip to the Texas office, he offered Mareno a job in the Paris office. Mareno accepted and quickly became Vasseur's personal assistant. By the 2270s, Mareno had become part of Vasseur's circle of chief advisers. Mareno often stated that she learned a great deal about business, etiquette, and life in general from being in this inner circle of what Vasseur referred to as his "salon". During this period, Mareno became Vasseur's "Manager of Expansion" in which she would oversee the corporation's moves into the growing Sequoyah Subsector.

In 2288, Mareno would then move to Catoosa where she would set up a liaison office with Tisdale Mining Corporation at their offices in the city of Ringgold. This separation from Vasseur seems to have opened the door for Vasseur to begin considering Maxwell Chandra as his protégé rather than Mareno. In any case, Mareno continued to work efficiently in expanding Vasseur Shipping into markets deeper and deeper into Sequoyah Subsector.

As pirates began attacking Vasseur Shipping's ships in Hub and Franklin Subsector, Mareno was sent to oversee a project to build a "bridge colony" from Sequoyah Subsector into Dade Subsector. Vasseur, like Lancaster before him, saw the obvious opportunities in planting colonies in the undeveloped subsector and knew that a bridge world would need to be placed. Vasseur chose the CXF-103 system (what is today Bowemiwak). Mareno, despite knowing little about colonizing a world, set out to begin doing just that.

Mareno set up a subsidiary of Vasseur Shipping called The Colonization Corporation. She visited the main world of the CXF-103 system, CXF-103d, and determined that it could, in fact, be built.

However, seismic stresses on the planet's surface seemed to make it a very difficult proposition. She sought out the foremost experts on prefabricated structures, grown structures, and metals.

Mareno, however, had to give up on this project before it began in earnest. In 2290, Vasseur died, and Maxwell Chandra took over the company. Historians have argued as to whether Chandra ended the project and dissolved The Colonization Corporation due to financial need, a desire for a shift in focus, or to simply rid himself of Mareno as a rival. In any case, Mareno was fired from the company and The Colonization Corporation was dissolved.

During her research into the proposed colony, she had met a Canadian researcher, Liam Fortin, who had bragged to her about being able to create a stronger substance than what was currently being used, which he referred to as "Fortinium". Fortin had been looking for someone to invest in his process and Mareno accepted. She had taken money from The Colonization Corporation and invested in Fortin's project. As she had been released from her employment with Vasseur, she simply moved over to the management of Fortin's company. In 2293, Mareno Metals was born.

Abandoning the idea of building her own colony, Mareno placed Fortin's factory on the existing colony of Sequoyah. The Fortinium plant is built in the mountains just east of the city of Nvyohi. Mareno purchased ore from Tisdale Mining Corporation mined from Catoosa and brought to the starport near the new Mareno Mining facilities. Over the next seven years, Mareno Metals began supplying Fortinium to worlds across the subsector. In 2296, when the United States settled Boone, Jennifer Mareno was there to sell them the Fortinium that they needed to begin building their shipyards and, later, ships of the US fleet.

In 2306, Tisdale Mining Corporation was facing several severe problems. Tisdale had hired a man named Gideon Shaw to oversee security for the corporation. During a labor dispute on Augustus (Hecate 0306) in Earth Sector, Shaw had Tisdale Security forces fire on striking workers killing over 150 people. When the Augustan government wanted to try Shaw as a mass murderer, Tisdale simply moved him to Clement Sector. As the head of security on Catoosa, Shaw continued to show his ruthless efficiency in stopping anyone who caused problems for the company.

However, when a group of workers approached Shaw about the colony declaring their independence from Tisdale, Shaw agreed that it was a good idea. The company's leading enforcer was now about to turn on the company that had saved him by moving him to Catoosa. Tisdale Mining then surprised everyone by selling Catoosa, its workers and mines, to Mareno Metals.

Coming into control of the supply for her Fortinium plants would be a boon to Mareno's business. However, when they arrived on Catoosa, they were met by armed resistance. The workers did not want to work for Mareno but rather wanted to be independent. Faced with losing the Catoosa system or making an attack on the workers, Mareno chose to back down from the crisis. She accepted

a deal brokered by Arthur Egata in which she was compensated for the loss of funds provided to Tisdale. Gideon Shaw continues to rule Catoosa as a military dictatorship while Mareno Metals now has its own security force.

Mareno expanded her Fortinium plants on several worlds including Wilhelmveldt, Boone, and Franklin. On worlds where she cannot gain the trademark protection for the name "Fortinium", she uses the term "Improved Crystaliron". Mareno was able to continue gaining ore and supplies from Blaylock Mining Corporation which has replaced Tisdale Mining.

Mareno is currently 92 years old and lives on a large estate south of the city of Nvyohi on Sequoyah. She remains the CEO of the company.

Anthony Sorenson and Sorenson Metal

Anthony Sorenson was born in Thunder Bay, Ontario, Canada on September 12, 2251. He was educated locally and gained a geology degree at the University of Calgary in 2274. Sorenson, hoping to go to work for a mining company such as Blaylock or Egata, immigrated to Clement Sector in 2275.

He went to work as a belter for Blaylock Mining Corporation in 2278. After having no success gaining the sort of management position that he hoped to obtain, Sorenson began drinking heavily. When he learned of the Bastiat colony (Franklin 0807) being formed, he quit his job and joined the first wave of colonists to settle the planet.

Sorenson immediately started his own company, Sorenson Metal. Progress for the company was slow at first but picked up greatly when Sorenson hired the person who would become his right-hand woman, Alexandra Timmons. Timmons was a hard-nosed administrator whose management methods were efficient but often brutal. Production increased dramatically but worker dissatisfaction also increased. Many would choose to leave the company over Timmons' leadership qualities, but most would stay with the idea that Sorenson might eventually become more involved in the day to day activities and things would improve. This was not the case.

In 2289, workers began a strike and led a large protest outside Sorenson's largest facility in the Peterson Mountains on Bastiat. Rather than have Timmons lead security forces against the strikers, Sorenson hired a mercenary company. The mercenary company, Eagle's Talons, moved on the strikers who had barricaded themselves near the entrance of the facility. Both Sorenson and

Timmons felt that the striking workers would see the heavily armed mercenaries and relinquish their position. They did not.

The strikers started by throwing rocks. However, with many of the strikers being armed with their own weapons, the confrontation soon became a gun battle. The battle between the mercenaries and the strikers continued for hours until members of the Freehold City-State Militia arrived to stop the fighting. By the end, ninety-three strikers and twelve mercenaries were killed. Hundreds on both sides were injured including four members of the militia.

Most workers blamed Timmons for this attack rather than Sorenson. Timmons, for her part, did not do anything to change this opinion. Her public statements blaming the workers were widely reported in the media and pressure was put on Sorenson to be rid of her. Before Sorenson could act, Timmons was attacked near a bar in the city of Freehold and killed. Two of the striking workers were found guilty of her murder and sentenced to life in prison.

Sorenson's success with his metal business led to the building of a large party palace on Bastiat between Lake Clemens and Lake Walker to the southwest. The palace, built along the Sawyer River, was dammed to provide an artificial lake for the entertainment of Sorenson's friends and guests. On June 3, 2301, the dam broke, and water rushed down the Sawyer River and into Lake Walker. This massive flood killed over two thousand people and injured over six thousand in the smaller towns that lined the river as well as causing the equivalent of 500 million Hub Federation credits worth of damage.

Sorenson was sued by the survivors and was forced by the Locke city-state government to pay for the damage and an additional 500 million for restitution. Not only was Sorenson Metals greatly diminished by the loss of funds, Anthony Sorenson is said to have spent years in therapy.

"Well, boo hoo. Sorenson went to therapy, and I got a few thousand credits for my suffering. Like that makes up for anything. I lost my wife. I lost my eldest son. I lost my youngest daughter. I lost my home, my possessions, and my dog. That bastard had best stay out of my sight or I'll kill him." - Jaysen Davis, survivor of the Sawyer River flood, July 5, 2307 (standard)

Sorenson has since attempted to rehabilitate his tarnished image. He has contributed large amounts of money to charity and helped to build the Sorenson Institute for the Arts in Locke. Previous to the Conduit Collapse, Sorenson spent much of his time after the Sawyer River Flood traveling to and from his home in Canada on Earth. After the Conduit collapsed, he came back to Bastiat, but his infamy continued to follow him. He now spends time at his offices and home on Gehenna Station or in a private home on Bastiat Orbital.

Sorenson is now 91 years old and continues to control Sorenson Metal.

Zhou Zhang Yong (周张勇) and Zhou Bank

Zhou Zhang Yong was born in the city of Dàshān on Bīngxuě Shìjiè (Earth 0704) on January 30, 2249. He is born to powerful banker Zhou Li Wei (周 李伟) and his wife Wang Yan (周王艳). Zhou Li Wei was the founder of an investment bank on Dashan that would become one of the largest banks on Earth. Zhou would be educated not only by the finest schools on Dashan and on Earth, he would be tutored by his father. As he grew up, he would learn the methods of his father as well as various economic and business theories.

Zhou saw Clement Sector and its expanding businesses as an opportunity. In 2274, Zhou moved to the growing colony of Franklin (Franklin 0506). His intention was to begin financing businesses in Franklin Subsector as they began to grow in order to grow his own wealth along with them. Seeing so many companies already doing well in the new frontier, Zhou felt that with his money backing newer companies that he could help to build these ventures into competitors for the existing corporations. In this way, Zhou felt that he could overcome the shadow of his father's success which he believed colored everyone's opinions of him.

Seeking out innovators, inventors, and other entrepreneurs, Zhou would provide financing and guidance to them. If the venture went well, Zhou would either continue his association with them to attempt to reach larger heights or sell his shares in the business for a profit. If the venture failed, Zhou would allow the neophyte businessperson to take the fall and he would liquidate the assets.

In 2280, with Foreign Nobility appearing to be losing their hold on the market, Zhou invested heavily into Christopher Jordan's Jordan Computers. Zhou's father objected heavily but this seemed to only spur Zhou onward. Zhou has Jordan install his new holographic and central computing system into his own home in the city of Dashkova. Zhou uses this to exhibit the safety and innovation of the system at parties held at his home where he served footcrab, a popular local dish, and extolled the virtues of Jordan Computers over Foreign Nobility. Zhou would invite popular celebrities, elites, and the owners of those whose businesses had been successful due to Zhou's investments.

Jordan, however, refused to expand any of his artificial intelligence software saying that it was far too dangerous to use. Zhou agreed with him as did Arthur Egata whom Zhou had gotten to agree to install Jordan's software into his entire fleet of starships. Zhou aided Jordan by planting false stories concerning artificial intelligence within the media across Clement Sector. These reports were mostly false and those that were true were greatly exaggerated. Even the most radical Foreign Nobility innovations of the 2270s were still predicated on human control of the system. However, these widespread reports painted these new systems as being "artificial intelligence running amok" and "life threatening".

"The truth is that Zhou and Jordan's fake reports, that were spread across Clement Sector with Zhou's funding, did more to retard the growth of intelligent computers and robotics than the Bangkok incident or the United Nations' Bangkok Agreement. That was history to those people, but these reports were widely believed, tangible, and built on the history that still haunted the mind of most people. I continue to hold Zhou and Jordan responsible for the slow growth of AIs and robotics. All just to get a competitive edge over Foreign Nobility. Shameful. Just shameful." - Lauren Ashook, Chair of the Asimov Group, in a speech given to the Hub Federation Science Foundation, September 4, 2340 (standard)

Following the *MV Disco Volante* incident, Jordan Computers was deeply damaged. Their reputation was impacted not only by the incident itself but also by the enormous marketing campaign embarked on by Zanto Stance. Zhou removed his support and sold his share of the company. Jordan Computers would not survive this and, in 2298, the company dissolved.

Money made from the sale of Zhou's stock in Jordan Computers was then invested in other places. In 2290, Zhou assisted Dalia Sterk in purchasing the Hub-Cascadia routes being sold by Lancaster Shipping. Zhou gave her the equivalent of billions of Hub Federation credits to buy the routes from Lancaster in exchange for 47% ownership of the Blue Star Line shipping company. Blue Star has been successful enough to repay Zhou his initial investment as well as buy back some of his shares in the company. Currently, Zhou owns 31% of Blue Star Lines.

In 2299, Zhou was approached by Jamie Anderson and Reynaldo Felix with the opportunity to invest in their ship building company. Zhou, upon researching the pair, quickly decided to provide funds for a 30% share of the company. Anderson and Felix negotiated with Zhou and the result was a 27% share of the company. Zhou continues to own this percentage of Anderson & Felix as of the time of this report.

In 2304, Jacob Kolikov presented Zhou with his plans for bridge worlds to be placed in Sequoyah and Superior Subsectors. Kolikov agreed to pay back an initial investment of the equivalent of several billion Hub Federation credits in Bridges Unlimited as well as provide ownership of 35% of the company. Zhou agreed and Kolikov is still in the process of repaying the initial investment. Kolikov's plans for building a "bridge station" in The Darkness to allow shorter travel to the rimward regions of Clement Sector have been stymied by a refusal by Zhou to support the project.

Dalia Sterk and Blue Star Lines

Dalia Sterk was born in the city of Quinn on Hub (Hub 0405) on April 4, 2250 (standard). Her father, Abraham Sterk, was a naval architect for the Atlantic Shipbuilding Corporation and her mother, Margaret Brimley Sterk, was a welder for that same company. Her parents had just recently immigrated to Hub from Canada. Rumor has it that Abraham and Margaret encountered a great deal of animosity among their fellow workers following their conversion to Reformed Catholicism. They decided to move their family to Hub in 2245.

Once he arrived on Hub, Abraham Sterk began working for a local shipbuilding company called Schneider AG which was building small spaceships and starships for the German colony. Margaret left the shipbuilding industry and became an artist. They would give birth to their first child, Dalia, in 2250.

Margaret's artistic endeavors became an immediate success. Her portrait, *Doctor Clement Sleeps*, a portrait of the popular British scientist who died during the first exploratory missions of Hub and for whom the sector is named, became an instant success. Her following work, both in holographic design as well as traditional mediums, continue to sell well today. This influx of money allowed the Sterk family to buy large parcels of land in the Morten Mountains. They would lease portions of this land for a variety of purposes under the name Sterk GmbH.

Dalia would be educated at the Quinn Academy. She graduated from there with honors in 2268. She immediately found work as a deck hand for Lancaster Shipping.

Her first assignment was on *MV Macedonia*, a large passenger ship taking potential colonists to locations in Sequoyah Subsector. Dalia excelled in this work but seemed to chafe in dealing with authority figures. She left Lancaster Shipping in 2273.

Sterk came home to Hub and took a job at Sterk GmbH administering her family's land holdings. Sterk GmbH, at the time, was leasing land in the mountains to mining and timber companies as well as selling and leasing property both for permanent homes as well as vacation homes. Sterk managed the properties for twelve years but longed for a return to the shipping business. In 2285, she purchased a *Rucker*-class ship from a merchant captain. Though she continued to employ the captain and crew, she renamed the ship from *MV Gordon Charles* to *MV Abraham Sterk*.

Within a few shipping runs, the captain of the ship angered Sterk by telling her that she didn't seem to know how to run a merchant ship. She fired the captain, promoted her assistant land manager to run Sterk GmbH in her absence, and became a ship captain. By 2288, she added two more ships to her newly acquired fleet but had a dream of adding a much larger passenger liner.

On April 28, 2289 (standard), tragedy would strike. Her parents, returning home from an art show on Sophronius (Hub 0408), were passengers on board the cruise ship *Star Fantasy* when it had a refueling accident. *Star Fantasy* was impacted by a refueling shuttle and the resulting explosion destroyed the maneuver drive. The *Star Fantasy*'s orbit around the gas giant Sardis degraded quickly and the liner fell into the gas giant. There were no survivors.

Sterk was outraged. She felt that the cruise line company, Hub Lines, had been negligent. Sterk vowed to create a cruise line that would be dedicated to passenger safety as well as provide a top-rate experience for those traveling on her ships.

In 2290, Sterk learned that James Lancaster was about to sell all his ships and go into retirement. Sterk moved fast. She sold all her land holdings on Hub, with the exception of an office building in the city of Quinn. She was also able to convince banker Zhou Zhang Yong to invest in her new corporation. She named the corporation Blue Star Lines, in honor of a famous painting, *Blue Star and Nebula*, created by her mother. This move gave Sterk control over the shipping routes held by Lancaster in Hub and Cascadia Subsectors.

Not only was she now in control of Lancaster's passenger services and five 2000 tonne cruise ships (*Dignity, Fame, Glory, Grandeur,* and *Majesty*) but she now also controlled forty-seven freighters and mail ships. Within a few short years, Sterk had gone from being a property manager to being the head of one of the largest shipping companies in Clement Sector. Sterk's headquarters remain in the building which was once her office in the city of Quinn on Hub.

In 2297, Sterk opened a second office on Chance (Cascadia 0405) and for several years traveled back and forth between the office on Hub and the office on Chance. In 2300, she met and fell in love with Susan Clovis and they were married on Chance in 2301.

In 2310, Sterk approached Anderson & Felix Shipbuilders (who had absorbed her father's former employer Schneider AG) about building a large cruise ship. They agreed and the first 3000 tonne *Cascadia*-class liner was built. Over time, these ships replaced the 2000 tonne cruise ships she purchased from Lancaster Shipping. These new ships (*Cascadia, Britannia, Olympia, Titania, Abyssinia, Persia, Avicenna, Catalunya,* and *Carpathia*) are now 32 years old but remain the most luxurious passenger liners in the sector. Rumors continue to abound that Sterk has commissioned Anderson & Felix for a new class of ships (called the *Artist*-class and named for great artists of history). While the new class of ships would be the same size as the *Cascadia*-class, they would allow for fewer passengers but larger staterooms and a higher passage cost.

Dalia Sterk is currently 92 years old and lives on Chance with her wife, Susan.

BRIDGES UNLIMITED

KEEPING THE LIGHT ON FOR YOU!

Jacob Kolikov and Bridges Unlimited

Jacob Kolikov was born on July 27, 2269 (standard) in the city of Tereshkova on Vasynov (Franklin 0106). His father, Fyodor, was a restaurant owner and his mother, Klavdiya, was a chef at that restaurant. Jacob grew up in the restaurant business learning from his parents and seeing hospitality firsthand.

Kolikov attended local schools both those provided by the Vasynov government and those provided among the communal living area in which his parents lived. In 2291, he graduated from the Tereshkova Academy for the Arts with a degree in creative writing.

Kolikov's father, Fyodor, not only ran a restaurant but also operated a small casino next door to the restaurant. The small casino had a lot of problems in the early days because many locals felt that the criminal underground was too closely involved in it. Despite this, by the time Kolikov was at the Academy, Fyodor was seeing larger profits from the casino than he was from his restaurant. Kolikov, who had wanted to become a writer, was asked by his father to run the restaurant while he ran the casino.

Kolikov took over the restaurant in 2293 and, once in charge, expanded the menu to include a wider range of offerings. This proved to be a success and the restaurant's profits grew to the point of rivaling the casino once again.

In 2295, Kolikov's father was killed during a turf war between two rival crime bosses which led to a firefight on the floor of the casino. Kolikov inherited both businesses. However, his love of his homeworld had greatly diminished after his father's death. In 2297, Kolikov sold both businesses and left Vasynov with the intention of creating a business of his own.

Inspired by the success of Chance (Cascadia 0405), Kolikov began to study a similar way to success. The five crime families which established Chance had become very successful providing everything from fuel to creature comforts to the crews of ships traveling across Cascadia Subsector. While Kolikov admired the business model, he detested the crime families who ran the planet. Kolikov decided that he would need to find a similar "bridge world", colonize it as the crime families had on Chance, and then provide his own brand of entertainment. He would call this business "Bridges Unlimited".

In 2298, Kolikov met Zhou Zhang Yong, the powerful banker, and explained his plan to mimic the success of Chance. Kolikov and Zhou determined that the first station should be placed in orbit around Selu (Sequoyah 0405). Zhou felt that having Selu and some backing from the United States government in place would be an advantage. Kolikov agreed to pay back an initial investment of the equivalent of several billion Hub Federation credits in Bridges Unlimited as well as provide ownership of 35% of the company. Zhou agreed and Kolikov is still in the process of repaying the initial investment.

Kolikov's original idea was to build a station in open space between Kyiv and Catalunya, but Zhou and other investors balked at the idea. Kolikov and Zhou approached the United States government who had already staked a claim on the Selu system. Kolikov promised to allow US military vessels to access Selu Station without cost with the understanding that the US Space Navy would provide defense for the new station. In 2305, Selu Station began construction.

After several false starts and problems with construction, Selu Station was complete in 2312. By the time the station was opened to the public, Kolikov had already moved into a spacious home within the station. However, the station was not an immediate success. Unlike Chance, ships moving across Sequoyah Subsector had other choices. Most traveling through the area used the already established port in the Gansagi system.

Kolikov then turned on his history of providing hospitality and, while it was necessary for Cascadia Subsector travelers to stop at Chance, Kolikov would make Selu Station a place that people wanted to visit. To do so, Kolikov hired the most talented chefs (including his mother) and brought in entertainment acts to his large venue inside the station. The stations featured comfortable lounges for short term stays, established brothels, provided beautiful hotels, and provided shopping areas for almost anything that one might desire.

Perhaps the most inviting addition to Selu Station was "The Chrome Shop". The Chrome Shop, managed by Thomas "Buster" Katt, was established to provide customization to starships. Katt, already well-known for his holovids on starship personalization, was an immediate draw for those captains and starship owners who wanted to add that special bit of flair to their ship.

In 2323, Kolikov began to eye another system for the creation of a second station. Kolikov and his investors, including Zhou, settled on CXE-807 in the Dade Subsector. Believing that colonists would continue pouring in from Earth Sector or from established worlds in Clement Sector, Kolikov thought that opening the rimward regions of Dade Subsector would provide an excellent revenue stream. Kolikov had also discussed plans to set up his own colonies and then provide them with trade and supplies emulating the success of James Lancaster.

Kolikov set up a subsidiary corporation called "The Expansion Company" in 2323 with the intention of colonizing in Dade Subsector. In January of 2331 (standard), the colony ships took 300 initial colonists and supplies to the CXE-807 colony. Earlier expeditions had set up enclosed housing on a rocky world in the system with no atmosphere while their ships would be used the early basis for an orbiting station. Three standard weeks later, a return expedition found that the colony was gone. Little evidence remained of the ships in orbit and no survivors were found in the system or on the planet. Conspiracy theories of all types still surround the disappearance, but no one knows for sure what happened to the colony.

Kolikov wanted an immediate return to CXE-807 to set up a new colony but his investors demurred. By the time the investors decided that it might be an acceptable risk to restart the colony, the Conduit collapsed. All the investors involved in backing Bridges Unlimited except Zhou sold their shares and left the company. It looked like Bridges Unlimited might be finished.

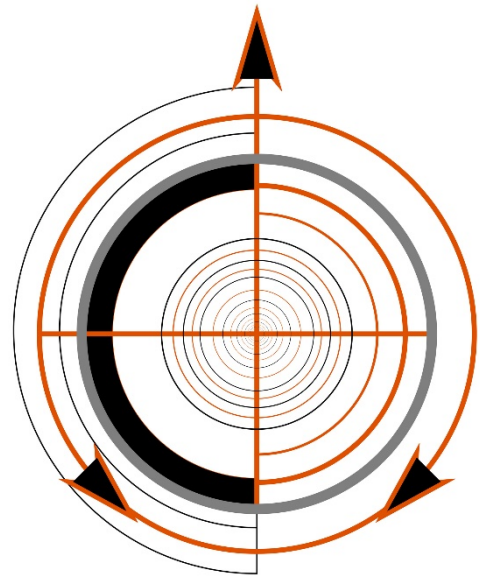
However, the Conduit collapsing did increase some of Bridges Unlimited's money flow. With Earth cut off from Clement Sector, Kolikov felt this meant that he no longer had to pay the United States government. The US remnant government on Boone agreed but also removed Kolikov's protection. Selu Station would have to provide its own security and Kolikov began building a fleet of security ships.

Undaunted, Kolikov decided to search for another place to build a station. He decided that the best option was CXB-710. This seemed to be the ideal location to start another bridge world as it was the only way into the Superior Subsector. Many within Bridges Unlimited felt that there was very little chance of many colonists who might wish to desire to settle in Superior, but Kolikov continued to push. Zhou, also a doubter, relented and Tupolev Station became a reality.

While Tupolev has never been the success that Selu was, it does draw in visitors of all kinds including limited numbers of colonists intending to settle in Superior Subsector. One of the reasons for this success, has been the lenient attitudes of the company's law enforcement. This has led to Tupolev being a haven for criminals and pirates of all types.

Kolikov still has dreams of establishing colonies in unsettled areas of Clement Sector. His new idea is to create a station within The Darkness to allow for colonists to take a shorter route to get to the virgin worlds in the rimward areas of Clement Sector. While there are other routes around The Darkness, Kolikov believes that a direct route would not only be advantageous to humanity but also profitable for himself. Zhou, however, has continued to believe that this is a bad idea and, without continuing cash flow, Kolikov will either have to buy Zhou out of the company or find another way of building the station.

Kolikov is currently 73 years old and lives on Selu Station.



Alexandru Cutov and Cutov Arms

Alexandru Cuțov was born in the city of Craiova, Romania on Earth (Earth 0405) on February 15, 2235. His father was a professional boxer and his mother was an officer in the Romanian Land Forces. Cutov was a sickly child and suffered from a variety of illnesses in his early years. During what he refers to as "his sick period", he spent most of his time playing role-playing games and writing poetry. He continues to credit both for helping him survive this period of his life. He wrote seven books of poetry and three role-playing game books, all of which continue to be available from Cutov Arms.

He also became what he refers to as a "tinkerer". He spent many of his sick days tearing devices apart, discovering how they worked, and then putting them back together. This was not always successful and Cutov tells stories of his parents and two sisters becoming frustrated when he did not always put the devices back together properly.

In 2251, at the age of 16, he gained an apprenticeship at a nearby agricultural vehicle manufacturer. There he worked as a mechanic until the age of 18 when he joined the Romanian Land Forces. While Cutov never saw combat, he became fascinated with weapons, how they worked, and how they might be improved.

After sixteen years in the military, Cutov left the service and was determined to become a writer of military history. However, he had become troubled about what he saw to be a lack of versatility in the weapons being used by the Romanian Land Forces and a dismay that the weapons used by the force had all been imported from other nations such as the United States. This continued to trouble Cutov until he decided to create his own weapon, the AC-12 rifle.

Securing funding from his father, who had retired from boxing and had amassed a small fortune, he produced two AC-12s and took them to the military to demonstrate the superiority of the weapon over the American weapons currently used. The Romanian government turned Cutov down and, while he was disappointed, he was not deterred.

His father, however, was deterred and he refused to continue funding Cutov's endeavors and so Cutov found an alternative way to fund the creation of his weapon. He wrote a detailed history of the militaries of Europe, a ten-volume set, and sold this in various places. In the meantime, he was able to secure a lecture circuit in which he went to universities, colleges, and other places of learning

to give speeches on the topic for a fee. These speeches, while not lucrative in and of themselves, did result in more sales for his books and a growing interest in the AC-12.

Eventually, he was able to convince his father to add to his funding, and in 2288, the Cutov Arms Factory was built in Tulcea, Romania. In 2292, he began touring colony worlds in Earth Sector and Clement Sector with the idea of finding new markets for his weapon. Many of the smaller independent worlds, particularly in Clement Sector, were highly interested in the AC-12. Over the next twenty years, Cutov found that most of the AC-12s that he was producing, along with other weapons such as the Balaur heavy pistol and the Diavol body pistol were also more popular in Clement Sector than in Earth Sector.

Cutov, while continuing to operate the factory in Romania, decided to immigrate to Clement Sector in 2298. Leaving his assistant, Lola Gerota, behind to operate the Tulcea factory, Cutov began construction of a factory on the Southern Alliance colony of Harrison (Sequoyah 0805). While on Harrison, he met his wife, Maria. They were married in 2299 and their son, Ichim, was born soon thereafter in 2300.

Cutov constructed another factory on Thorpe (Sequoyah 0708) and moved his base of operations there. In 2338, the Thorpe government nationalized the weapons factory there and made it a subsidiary of the Ministry of Defence of Thorpe. While Cutov was highly displeased by this action, he did secure the ability to continue selling from the factory to other governments as well with the Thorpe government taking the lion's share of profits made by weapons produced in the Thorpe factory.

Cutov retired from the company in 2339 and left his son, Ichim, to run the company following his successful operation of the Harrison factory since 2334. Cutov Arms continues to maintain its high reputation with the popular CA-125 automatic pistol, a third generation of the original Balaur that Alexandru produced.

Jason Malberg and The Slaren Brewing Company

Jason Malberg was born in Atlanta, Georgia in the Southern Alliance on December 28, 2229 to a Baptist minister, Arthur Malberg and his wife Grace. Malberg was educated in local Atlanta schools and obtained a master's degree in history at the University of Georgia. During his time at the university, Malberg worked as a bartender both at drinking establishments and at parties.

Malberg intended to become a professor of history and spent some time as an assistant professor at the University of Georgia, but beer and other spirits had become a passion for Malberg. Malberg was not accepted as a professor at Georgia or any of the other universities to which he applied. After two years of teaching high school in South Carolina, Malberg decided to follow his passion and developed a business plan for a Southern Alliance-based beer company.

He invested $200,000 of his own money which he had saved for years and raised other funding from investors, family members, and friends including former University of Georgia classmates, faculty, and associates from his time teaching in South Carolina. The company, Lightning Brewing and Spirits, was organized as an LLC in 2266. Lightning Brewing continued to grow until it was the dominant market force selling beer, ale, cider, whiskey, and rum in the Southern Alliance.

Much of the success of the company has been credited to Malberg's insistence that he appear in all of the company's advertising as the fictional "Drenken von Bierstein". Bierstein was a caricature of a Bavarian, complete with large beer steins, and tracht such as lederhosen and other traditional dress. Malberg had encountered these outfits among the inhabitants of Helen, Georgia, a town in northeastern Georgia which was a replica of an alpine Bavarian town during Oktoberfest. Malberg's first "Drenken von Bierstein" costume came from a shop in Helen. The "Drenken" character was well-received in many locations around the world but not so well in Germany, particularly Bavaria where many saw the character as a bit of an insult. Malberg continued to play the "Drenken von Bierstein" character for the remainder of his life.

In 2268, Malberg married his long-time girlfriend, Amy Stewart. The couple welcomed a daughter, Elle, in 2270, and a son, Robert, in 2274.

However, Malberg's place in history would rely on something that happened before he was even born. In 2224, a world was discovered in Cascadia Subsector which appeared to be perfect for

agriculture. Named Slaren (a portmanteau of the name of an original colonist, Sloane Arent), the world seemed to be inviting to the initial colonists. Unfortunately, this proved to not be the case as many of the first colonists died as they colonized the world. A local virus which was deadly to humans began killing off the colonists, including Sloane Arent and her family. The colonists tried as hard as they could to hold out if they could but, in 2236, the colonists fled the world never to return.

For several years, Slaren was considered off-limits due to the fear of this dangerous virus. The planet retained the name Slaren, but the system was only visited by those wishing to refuel from one of the system's three gas giants. Pirates began to use the system as a base and would attack refueling ships.

In 2277, a group of brewing companies decided to take the risk and colonize the world. Medical experts were called in and, after two years of work, a method was developed to kill the virus once and for all. After a thorough cleansing, which also killed several species of trees and animals, the companies began to land their colonists. Lightning Brewing would be one of those companies and, in 2278, established the city of Stanton.

The other companies, Maximum Taste Brewing Company and Accordia Brewing Company, established colonies as well and began dividing up the agricultural areas of the planet. The size of these areas should have been sufficient for the corporations but, within a short time, the corporations began encroaching on one another's territory. The battles that followed would come to be known as the Slaren Beer War.

As the rivalry turned into open warfare, involving troops raised from the corporations' workers as well as hired mercenaries and corporate security forces, the attacks ramped up in ferocity. The war lasted just over three years from 2290-2293. In the end, Lightning Brewing Company was the victor, and a peace treaty was ratified by three companies.

The three companies would merge into one company, The Slaren Brewing Company, with Malberg as the head of the company. Malberg's wife, Amy, would become the Chief Financial Officer of the company. Malberg would continue to represent the company using the "Drenken von Bierstein" character in advertising.

Malberg died in 2339 at the age of 110 from complications during surgery to replace his cybernetic heart. The corporation has continued to use Malberg's image as the face of the company utilizing several actors, holographic representations, and biosynth robots to portray the character.

Rumors and conspiracy theories abound which state Malberg is still alive. Some say that his soul was uploaded to a central computer which runs the planet while others say that his consciousness was uploaded to one of the many robots which continue to portray the Bierstein character.

Malberg's son, Robert, and his daughter, Elle, are both involved in the company. Robert took over as the CEO of the company in 2241 alongside his mother who remains the CFO. Elle is the head of the company's marketing division.

In recent years, the company has moved into providing its own shipping using *Dromedary*-class tankers. This company, referred to as Slaren Transport, has become a large subsidiary of the company and has expanded to carrying cargo for other companies as well as their own.

Ashley Rinehart and Victory Security

Ashley Rinehart was born in Buffalo, Wyoming on January 16, 2266. Both of her parents, Craig and Judy Rinehart, served in the United States Marine Corps as officers. Ashley was their only child, born shortly after the pair retired. Ashley was educated in local schools and attended university at the University of Colorado at Boulder. While there, she was enrolled in the Naval Reserve Officer Training Corps. Following her graduation with a degree in Aerospace Engineering, she joined the United States Marine Corps as an officer.

Rinehart spent twenty years in the USMC and, upon her retirement from the service, immigrated first to Boone (Sequoyah 0305) and then to Sequoyah (Sequoyah 0605).

Rinehart was distressed about the lack of quality security she saw being provided for civilian installations of all types while she was in the Marines. To her, this represented an opportunity and she enlisted her parents and several friends from the Marine Corps to assist her in forming Victory Security in 2309. Victory Security would provide quality security forces for smaller companies which could not afford to hire a full-scale mercenary company or create a security force of their own.

Headquartered on Sequoyah, Rinehart and her company began providing security for a number of small companies in the subsector including Caldwell Chemical, Reyes Cosmetics, Nineveh Shipping, and WinterKorp. Victory Security still maintains these contracts providing security for warehouses, factories, mines, and ships.

Many of the larger corporations such as Egata and Blaylock were employing their own private armies under the guise of security forces. Victory approached these smaller corporations and asked if they want similar services provided to them and many did. Some of the larger corporations had already used their own forces to intimidate the smaller ones and they looked favorably on Rinehart's proposal.

Currently, Victory provides military-style protections against attacks from larger corporations and has become the pre-eminent corporation providing this service. While there is no shortage of mercenary companies in Clement Sector willing to provide similar services, Victory has proven to be trusted by more smaller corporations than any other option.

Ashley Rinehart is currently 79 years old and lives on Boone.

Other Corporations

236 Security

236 Security is a privately-owned security and penal corporation located in Franklin and Cascadia Subsectors. The company specializes in providing incarceration services to those worlds which do not wish to provide those services themselves.

Anderson Shipping GmbH

Anderson Shipping is a private shipping company run by Timothy Anderson, the son of Jamie Anderson of Anderson & Felix. It is based on Hub (Hub 0405) and specializes in transporting cargo from the Hub Federation to locations in Sequoyah and Dade Subsectors. It is believed that Anderson Shipping has gotten a special deal from Anderson & Felix to provide ships at a far lower cost than would normally be the case.

Art-Mart

Art-Mart Stores, Inc. is a chain of large retail shops scattered across Clement Sector, particularly in Franklin Subsector. The corporation was founded by Arthur "Art" Simons in the United States on Earth in 2198. The stores are popular throughout Earth Sector and made the move into Clement Sector almost as quickly as the first colonists. Their Clement Sector headquarters is on Bastiat (Franklin 0807).

Atlanta Consolidated

An amalgam of aerospace companies which combined themselves after the split between the United States and the Southern Alliance. Headquartered in Marietta, Georgia, just north of Atlanta, the corporation specializes in aeronautics, military-grade communications, and missile/torpedo systems. Atlanta Consolidated is responsible for all of the fighters and small craft manufactured for Southern Alliance forces in Earth and Clement Sector.

In Clement Sector, their main offices are in the city of Ooltewah on Harrison (Sequoyah 0805).

Barrington Services

Barrington Services is a Sequoyahan state-owned shipping and logistics services corporation operating from its headquarters in Sequoyah Highport. Named for the dictator's mother's maiden name, the corporation was founded by Guwisguwi in 2338 as an alternative to the larger corporations which the dictator felt was no longer serving Sequoyah properly. While other corporations are still allowed to ship to and from Sequoyah, Barrington Services is almost always given priority.

Bell Arms

Bell Arms is a Southern Alliance-based arms company with their Earth Sector headquarters in Chattanooga, Tennessee and their Clement Sector headquarters in the city of Ooltewah on Harrison (Sequoyah 0805). The CEO of Bell Arms is famous for his statement that if "it ain't broke, don't fix it" and the philosophy of the company to provide weapons based on older, reliable designs.

Boone Starship Industries (BSI)

Boone Starship Industries is a state-owned corporation based at Logan Up in the Boone system (Sequoyah 0305). BSI is responsible for building naval ships for the Boone Space Defense Force but will also accept civilian contracts as well. The corporation began in 2297 as a private company with heavy ties to the United States government. However, in 2331, when the Conduit collapsed, the corporation was nationalized by the Boone government.

Caldwell Chemical

Caldwell Chemical is a public corporation headquartered in the city of Niflheim on Fimbulvetr (Sequoyah 0606). The company is responsible for several products as varied as plastics used in children's toys to improved cloth armor.

Cascadia Orbital Shipbuilders

Cascadia Orbital Shipbuilders is a state-owned corporation headquartered in the Cascadia Orbital station in the Cascadia system (Cascadia 0805). The corporation is responsible for building Cascadia's military and exploration ships but will also accept private and commercial contracts as well.

Castro Mining

Castro Mining is one of two state-owned corporations developed by the Technical Alliance on Talca (Cascadia 0709). The company is responsible for mining operations in the Swutil Belt in the Talca system.

Chance Holdings Limited

Chance Holdings Limited is a corporation created to rule Chance (Cascadia 0405) and oversee the operations of the starport, refueling operations, nightclubs, casinos, and other entertainment venues on Chance. CHL was created by the O'Malley, Wu, Santiago, Charteris, and Bailey Crime Families to profit from the astrographically advantageous location of Chance along the major trade routes of Cascadia Subsector.

Costello Laboratories

Costello Laboratories is a publicly traded pharmaceutical company based on Cascadia (Cascadia 0805). Costello offers a wide variety of medications, medical devices, and nutritional supplements. The corporation was founded on Cascadia in the city of Baker in 2298.

DeMarco Shipping

DeMarco Shipping is a small privately-owned shipping company based on the Wofford Torus in the Minerva system (Franklin 0401). DeMarco is owned by James DeMarco along with partners Frederick Ray and Minervan dictator Blake Wofford. The shipping line was founded in 2341 and has prospered largely due to the minority share held by the Minervan dictator.

All of DeMarco's ships have dictator's rallying cry "Do It Now" emblazoned somewhere on the ship's hull.

Drumann AG

Based in the city of Kiel on Hub (Hub 0405), Drumann AG is a conglomerate corporation with a number of divisions dedicated to medical and industrial equipment. Their products include fusion generators, medical robots, water treatment systems, electrical distribution devices, medical diagnostic equipment, and robotic software.

Falcon Shipping

Falcon Shipping was founded in 2290 by Eric Thompson with a few *Atlas*-class freighters. Soon after, Thompson was able to secure several trade routes from Lancaster Shipping as the company dissolved. While still in control of several of those trade routes, Falcon continues to be outperformed by its chief rivals. Thompson hopes to increase profits using several new *Hercules*-class heavy freighters.

Falcon Shipping is based in the city of Krons in the Hendershot system (Cascadia 0208).

Fantasti-Cola

The largest corporation in the Southern Alliance and popular throughout Earth Sector, Fantasti-Cola has their Clement Sector corporate offices in the city of Ooltewah on Harrison (Sequoyah 0805). The corporation produces drinks such as *Fantasti-Cola, Peace Water, Xplosion* energy drinks, and *Spike!* fruit juices.

Harbringer Productions

Harbringer Productions is a publicly traded holovid and holoimmersion production company based on Hub (Hub 0405). The company is best known for the creation of the *Superpirate!* series of holovids. The company was founded by Richard Harbringer, who remains the head of productions.

The success of the production company has led to Harbringer being one of the wealthiest people in Clement Sector. Harbringer is involved in several charitable organizations including The Loyal Order of the Mystic Platypus.

Harmon Chemical

Harmon Chemical is a small private corporation based in the city of Petersburg on Megara (Cascadia 0103). The company maintains several small refueling operations in the Megara, Nyahururu, and Fairfax systems as well as a factory producing several polymers on a moon of the gas giant Vicipidor in the Nyahururu system (Cascadia 0104).

Honold GmbH

Honold GmbH is a publicly traded engineering and electronics company headquartered in the city of Degen on Wilhelmveldt (Hub 0403). The company was founded on Wilhelmveldt in 2288 by Robert Honold. The company has four divisions handling vehicle and starship parts, security systems, household appliances, tools, and industrial computers.

31% of the company is owned by The Hub Federation government.

HottingerCorp

HottingerCorp is a state-owned transport company solely owned by the government of Hottinger (Hub 0401). Its headquarters are in the Hottinger Highport. The corporation owns a fleet of vessels including *Starlite, Lee, Rucker,* and *Atlas*-class merchant ships.

Hydra Shipping

Hydra Shipping is a subsidiary of the Chance Holdings Limited corporation which rules Chance (Cascadia 0405). The shipping company handles much of the transport of cargo and mail going to and from the Chance system. Due to its ties to organized crime, the corporation is often distrusted in many ports of call and feared by many independent shippers working in the region.

Kiichiro Motor Corporation

Kiichiro Motor Corporation is the second largest grav vehicle manufacturer in Clement Sector and the largest in Earth Sector. Kiichiro is a Japanese vehicle manufacturer founded in the early days of grav vehicle technology. They manufacture grav vehicles of all sizes from small grav lifts used in

cargo handling to limousines used by the wealthiest of businesspersons. Their Clement Sector headquarters is in the city of Kasaya on Totaro (Hub 0104).

Nineveh Shipping

Nineveh Shipping is a private-owned shipping corporation that operates from its base on Logan Up in the Boone system (Sequoyah 0305). Founded in 2338 by Thomas Capricorn, the corporation has struggled in the face of stiff competition from several existing shippers. Their largest success to date has been securing a hold on the trade route between Sequoyah and Harrison over Sequoyahan-based Barrington Services.

Ortiz Mining

Ortiz Mining is one of two state-owned mining corporations based in the Talca system (Cascadia 0709). The corporation is owned solely by the Technical Alliance, the rulers of the world. Ortiz Mining is tasked with mining operations in Corrina's Belt in the Talca system.

Paulsen Metals

Paulsen Metals is a small privately-owned mining and processing company. It has extensive holdings in Earth Sector but only a few mines in Clement Sector. It is based in the city of Birmingham, Alabama in the Southern Alliance in Earth Sector and in the city of Birchwood on Harrison (Sequoyah 0805) in Clement Sector.

The company's Clement Sector operations are managed by Molly Westman.

PerthPlus

PerthPlus is a state-owned transport corporation based in the city of Fremantle on New Perth (Peel 0208). The company, founded by the New Perth government in 2340, has so far been responsible for a shipping route between New Perth and The Hub Federation. The shipping company has recently purchased several *Hercules*-class freighters for this trade route to replace their small fleet of *Lee*-class ships.

Pierson Metals

Pierson Metals is a small mining corporation originally owned by Richard Pierson but now controlled by the dictator of Kosi, Venketa Sengupta. Richard Pierson founded the company in conjunction with Budrani Industries which originally settled the Kosi (Sequoyah 0802) system. When Sengupta led a successful coup against the Budrani government in 2323, he nationalized all of the businesses operating in the system including Pierson Metals.

The corporation continues its mining operations from its headquarters on Balan, a dwarf planet in the Kosi system.

Pratyay

Pratyay is a conglomerate holding company with its headquarters in the city of Sasikiran on Chennai (Franklin 0101). The company owns many businesses in the Chennai system involved in mining, retail, shipping, and communications as well as two retail businesses on Tal'Kalares (Franklin 0105) and Karnataka (Franklin 0310).

Reliable Starship Escort Service

The Reliable Starship Escort Service is a privately-owned corporation based on Ariel (Peel 0608) which provides armed ships to escort merchant vessels traveling in areas known to be haunts for pirate groups. Started by Golan Moktar with only one ship in 2288, the service has now expanded to eight armed *Rucker*-class ships.

Reyes Cosmetics

Founded by Janet Reyes in 2300 on Sequoyah (Sequoyah 0605), it has quickly become the leading cosmetics company in Sequoyah Subsector. The company has several products for skin care, solar protection, hair coloring, perfume, and make-up.

Royal Astrographical Society

The Royal Astrographical Society is a corporation that was chartered by the British government in 2190. The corporation's charter was to focus on exploration and scientific endeavors in Earth Sector, Clement Sector, and beyond. The Royal Astrographical Society remains chartered by the British monarch despite many of their scouts and operatives being in Clement Sector and cut off from Earth. Much of the Society's funding now comes from the Hub Federation.

Seidel Pharmaceuticals

Founded in the late 21st Century by superstar researcher and geneticist Julianna Seidel, the company is credited with the treatments to reverse and hold off aging, the HIV vaccine, and cures for malaria, diabetes, cystic fibrosis, and Huntington's Disease. Despite Seidel's free distribution of anti-aging genetic treatments, the corporation continues to make healthy profits on other medications. The company's headquarters in Clement Sector is on Fairfax (Cascadia 0105).

Slater-Chase-Lewis

Slater-Chase-Lewis is a publicly owned interstellar conglomerate holding company with headquarters on Boone (Sequoyah 0305) and offices on several worlds in Clement Sector such as Bastiat, Cascadia, and Hub. The company owns General Insurance, Martin Batteries, Banque Interstellaire, and Hutchins Intimate Clothing. SCL also has significant minor holdings in Egata Mining, Blue Star Lines, Mareno Metals, Art-Mart, and Fantasti-Cola.

Society of Friendship

The Society of Friendship is a privately-owned corporation founded in 2286 specializing in providing friendship and companionship to wealthy individuals in Clement Sector. The Society is based on Bastiat (Franklin 0807). While the corporation bases their services loosely upon the traditions of geishas and courtesan from Earth's past, many system governments have criticized them as being little more than a prostitution service.

Sorkol Mining

Sorkol Mining is a small publicly owned mining corporation based in the city of Injo on Joseon (Cascadia 0610). Founded in 2340, the company has secured mining rights on several worlds in the Joseon system.

Suwon Electronics

Suwong Electronics is the largest electronics corporation in Earth Sector and is second in Clement Sector behind Foreign Nobility. Suwong manufactures ship computers, handcomps, mindcomps, holographic devices (both communications and entertainment devices), and a wide variety of software for those devices. It is a publicly traded corporation.

In Earth Sector, Suwon's headquarters are in Suwon, Korea, Earth (Earth 0405). In Clement Sector, their headquarters are in the city of Troger on Hub (Hub 0405).

Torentil Mining

Torentil Mining is a small private-owned corporation based in the city of Balzanov on Erlik (Hub 0509). Torentil was founded by Lilane Torentil in the city of New Chicago on Sophronius (Hub 0408) in 2294 but moved the headquarters to Erlik following the Sophronian civil war that broke out in 2331.

It is rumored that two members of The Seven of Erlik are shareholders in the corporation.

Vogt Chemical

Vogt Chemical is a state-owned chemical corporation operating in the Monroe system (Cascadia 0107). The corporation's main purpose is to mine the Akeman Belt, a large asteroid belt. The company employs five thousand belters and many administrative staff.

Westralian Metals

Westralian Metals is a publicly owned mining and metals corporation based in the city of Fremantle on New Perth (Peel 0208). Westralian Metals operates several mines on New Perth and on several other worlds in the system.

There was a bit of a controversy in 2301 when the New Perth government gave the mining rights on the planet of Boorloo to Blaylock Mining Corporation. Many parliament members were accused of having ties to Blaylock and having mixed allegiances. However, the New Perth government is working closely with Westralian Metals on mining operations in the AXO-206 system.

WinterKorp

Founded in 2287 by Thorne Winter, WinterKorp started out as an industrial chemical company with its own transport subsidiary. However, in 2296, the company became best-known for its *SealFast* two-part epoxy that was used in everything from vacc suits to starship hulls. The company quickly began to neglect its other products and shipping lines in order to concentrate on *SealFast*. However, sales have decreased on the product and the company is suffering.

The company is still attempting to recover from this mistake and has recently expanded into starship parts as well as reviving their transport business.

Wolfsburg Vehicle Group AG

Wolfsburg Vehicle Group is a public corporation with their Earth Sector headquarters in Wolfsburg, Lower Saxony, Germany on Earth (Earth 0405) and their Clement Sector headquarters on Hub (Hub 0405). Wolfsburg is the largest grav vehicle manufacturer in Clement Sector and the second largest vehicle manufacturer in Earth Sector. They make grav vehicles of all shapes and sizes including luxury and economy passenger vehicles as well as grav bikes.

Organizations

There are several organizations which have formed during the time humans have inhabited Clement Sector. As with everything else in Clement Sector, each has their own mission and goals with some taking direct aim at other organizations, corporations, or even societal norms on certain worlds. The following section will give some basic information concerning several of these organizations.

THE CAPTAIN'S GUILD

The Captain's Guild is an organization designed to meet the needs of the merchant captain. Whether you are an independent trader or the captain of a corporate freighter, you can become a member of the guild. Membership in the guild comes with many privileges. One of the best known is the Guildhouse. The Guildhouse provides information, lodging, meals, and camaraderie. There is a Guildhouse located on every A or B class port and on some C class ports.

Membership in the guild costs 625,000 credits per standard year. At no point will the Guild ever ask for more money from you for any of their services until it is time to renew your membership. All memberships must be paid in full. Membership is restricted to persons who are currently in command of a starship. This can be a merchant captain, an independent owner of a fleet of vessels, a corporate captain, or even the commander of a military vessel. If, during the course of the year, the member is no longer the person in charge of a starship, then their membership will continue until the end of the year when it will be canceled by The Guild.

While the use of the term "guild" tends to imply an association of members where the members make the decisions, that is not the case here at all. The Captain's Guild does serve the usual function of a guild by watching over the interests of its members by advocating for better conditions, providing information services, offering accommodations for members, and providing emergency services where possible. The Captain's Guild is overseen by a group of executives who, for the most part, were formerly merchant captains but applying the term "guild" is somewhat misleading.

The Captain's Guild was founded in the Solar Colonization Period and thus, pre-dates even the Zimm Drive on which most captains rely to get them from place to place. A group of independent captains who were moving cargo and material from Earth to the settlements on Luna, Venus, Mars, and the Belt, decided to band together to face down the larger corporations that were handling much of the cargo lifting and hauling going on in the Earth system. Erica Westman was elected by the guild members to be the first Chief Purser, and, within five years, she had given her ship, *MV Lavender Breeze*, over to her former first officer and took on the running of the guild full-time.

Westman, over the years sought to expand the concept beyond the original "guild" plan which was set up by the original members. Westman organized the guild like a corporation with board members and managers who were specialists in each field to oversee the operations of the guild. For instance, each Guildhouse became a sort of combination of rest stop, information booth, luxury hotel,

restaurant, and country club. Westman hired the best specialists she could find to handle these tasks with the idea that if the Guildhouses had only the best food, drink, and accommodations that this would attract more captains to the ever-growing yearly fee to be a member. Over time, the name "guild" had become a marketing point rather than a descriptor of what the guild really was, but the name remains to this day.

The main functions of the Guild, however, remain the same today as they ever were. The Guild exists to provide the best up-to-date information and assistance to its members. Members can enter the Guildhouse using their membership and find out updated information about the political situation of the next world to which they are traveling, the amount of cargo, passengers, or freight currently moving to that planet, and what the pirate or legal situation is there. It is the job of the Purser, the person in charge of each Guildhouse, to find out this information and see that it is disseminated to all members who come to the Guildhouse.

In addition, there is a five-star hotel attached to most Guildhouses which is free for the use of members. These comfortable and spacious rooms are on a first-come, first-serve basis and no reservations are accepted. For this reason, these rooms can often already be taken as any captain who is a member and is staying for any length of time will often take advantage of the accommodations. Each Guildhouse has exactly 250 suites available to members and up to two guests who may stay in the suite with them. Members can remain in the Guildhouse for up to 21 standard days. The suites are luxurious and are the equal of some of the finest hotels in Clement Sector. Each is designed to provide the ultimate in comfort to the members and encourage them to retain their membership. Rooms include a central room, a massage room (with masseurs who are employed by the Guild), a fully-stocker bar where alcohol is available, a holotanks, and two bedrooms.

Other amenities include an exceptional restaurant which provides sumptuous meals to members and up to three guests. Meals for both members and guests are provided at no charge. Local foods are featured on the menu if possible. The Guildhouse also features a lounge area where members can meet and greet their fellow captains. Lounges are tastefully decorated with dark wood panels and leather seating.

Guildhouses are staffed by some of the finest professionals in their fields. One of the most visible is the Purser. The Purser, along with being the person who oversees the operations of the Guildhouse, is stationed at the front desk and is available to answer questions from members. Guild members are expected to take a moment and inform the Purser of any recent developments on the worlds which they recently visited. This can include, but is not limited to, the location of their previous port of call, their next planned port of call, and difficulties they may have faced at their previous locations. In this way, the Purser can remain informed and be able to share this information with other members.

Other services provided by the Guild include vouchers for lessened fuel prices (usually 20% of the price) at the port where the Guildhouse is located, currency exchange (without an additional exchange fee), updated software for ship computers (including astrogation software, copies of the *Wendy's* and *Tim's* guides), travel guides (which provide the information found in the *Subsector Sourcebooks*), recommendations for other businesses on the world which are Guild-friendly, and workers in the Guild who are available for any sort of assistance that the member may desire. Any service desired by the member can usually be handled by the purser provided that it is a legal action on the world on which the Guildhouse is located. The Purser can also request that a member carry messages, mail, and cargo to other systems. While there is no official requirement that a member do this, most view it as an unspoken obligation. Those who do not do so are often looked down upon by other members.

While the guild attempts to provide every desire and comfort to their members, they will not violate the law to do so. For instance, while most Guildhouse rooms feature a fully stocked bar, on

worlds where alcohol consumption is illegal the Guildhouse will not serve alcohol and will not allow alcohol on the property. Those members found to be engaging in illegal activity within the Guildhouse will receive a warning from the local chapter which will then be encoded into the user's membership. A second incident will result in the member being reported to law enforcement and their membership being revoked without refund. Those whose membership has been revoked cannot become members again for 10 standard years. This can become an interesting exercise in extraterritoriality as many worlds will lessen the laws enforced at the starport and the Guildhouse will follow the law of the location of the Guildhouse. So, for instance, if alcohol is illegal on the planet but not illegal at the port, the Guildhouse will serve alcohol there.

Guildhouses also include employment services which are posted by the Purser. While these can be members who are experienced captains who are looking for a ship, these are most often non-members who are seeking employment aboard a vessel owned by a member. Employment services are one of the few services afforded to non-members as anyone who is looking for employment may contact the Guild and have their resumé submitted for a possible hire.

The Loyal Order of the Mystic Platypus was founded in 2282 on Hub by a group of people which included holovid maker Richard Harbringer, physicist Dr. Rebekah Makas, and Yuri Smithson, the popular billionaire philanthropist. The central idea of the organization was that wealthy individuals could come together, enjoy themselves, and use some of their wealth to aid those who were less fortunate.

The name of the group was chosen for two reasons. The first reason was that the name sounded whimsical and reflected the entertainment aspect of the organization. "Party with the Platypus" was often an early motto used by Smithson in early invitations to their parties (which were often membership drives as well).

The second reason was the nature of the platypus itself. The animal had often been described as being the best parts of several different animals combined. This appealed to the founders of The Order, as they felt they were organizing several different types of people whose only commonality was their wealth. Harbringer was often quoted as saying "The parties bring people in and that brings money in. It is almost like fooling people into becoming charitable."

In their sixty years of existence, the group has become well-known throughout the colonized worlds. The group has established three hospitals which treat underprivileged children free of charge. It is estimated that several thousand children have had their lives saved by these hospitals. Often corporations, governments, and independent traders will be asked by The Order to donate time, fuel, or simply cargo space to bring children or supplies to these hospitals.

The LOMPers (as they are often known) are famous for the parties they throw as well. These are often wild and raucous affairs and attract the wealthy and famous. These parties are often thrown using the personal funds of Order members. While there is a large fee for each party, that entire fee is then turned over to the Order to help pay for operations and the hospitals.

The membership in the LOMP grows every year. Members include political figures, sports stars, holovid stars, and corporate presidents and officials. In addition, parties thrown by The Order

often attract those who are not members but simply want to be involved in a gathering of the wealthy and powerful.

Many worlds will have a meeting place called "The Platypus Burrow". The Burrows host meetings which take place every 30 standard days. Details of these meetings are often holorecorded and shipped to the "Central Burrow" for keeping and sometimes approval. Often these meetings will involve plans for smaller, more locally based charitable works.

Membership in The Order costs 750 thousand credits per year and members must attend meetings at least three times per standard year. Members must attend all parties (or throw one themselves) thrown in their subsector and be capable of paying the entrance fee. The entrance fee to the parties is often in the 10-25 thousand credit range.

Members are often asked to wear the "Duck Bill Hat". The Duck Bill Hat is a cap with a bill shaped much like a platypus' bill extending over the face. These hats are worn by members at meetings, charitable functions, and parties. While some wear this cap, many will also wear blue fezzes with the name of their local "burrow" emblazoned on the front. This headgear and the LOMP logo are often seen across the colonized worlds as a symbol of entertainment, whimsy, and charity.

The hospitals owned by The Order are located on Hub, Cascadia, and Franklin as these worlds are often seen as the leading worlds in their subsectors. There are currently plans to build a hospital on Sequoyah as well. The hospitals treat children under the age of 16 who are unable to afford or receive treatment in any other medical facility.

Characters that are in a position of power or wealth may be asked to join The Order. Those who do will find it rewarding as well as entertaining with the character being allowed to attend some of the finest parties in Clement Sector, but also being asked to do charity work for the unfortunate and to aid those in need at one of the children's hospitals located in Clement Sector. Any character or character party who owns or operates a starship might encounter The Order as well. Characters might be asked to ferry a child to one of the hospitals. While this may not make them any money, it can give them powerful contacts in The Order and the wonderful feeling of helping a child in need.

solar purity

Solar Purity is a radical group dedicated to the belief that humans should not be on this side of the Conduit. They believe that humans should have remained in the region surrounding Earth. Members feel that, since humans are now trapped on this side of the wormhole, they should attempt to keep the worlds as pristine as possible.

Solar Purity believes that humans are, by their presence, a destructive force to the natural order in the Clement Sector. They point to the fact that no living intelligent life has been found in the Clement Sector. They believe this signifies that the universe did not want intelligent life in this region and that humans interfered with the pristine nature of these worlds by expanding the Conduit.

Members of the organization are often seen protesting mining operations (both on worlds and in planetoid belts) and the importation of non-native plants and animals. These protests are usually non-violent, but violence has ensued in isolated incidents.

The more moderate members of Solar Purity believe that humans should live in harmony with nature. These members believe that human exploitation of the worlds, planetoid belts, and gas giants in the sector should be stopped. Most of these members are confident that changes can be made through political influence in The Hub Federation and other worlds where elections are present.

The more radical members of the organization believe that human life must be removed from the Clement Sector for good. Many believe that the human presence must be reduced by any means necessary and then placed in ships to be sent back to Earth. While such a journey would take an enormous amount of time, these members firmly believe that such actions would preserve the Clement Sector.

Most members of Solar Purity are between these two positions and eschew violence. However, members of all sides often attend the same rallies and meetings. This allows critics to often paint the group with a broad brush.

Religion in Clement Sector

Much as it has been for humans across the centuries, religion is often an important part of the daily life of people in the Clement Sector. While all the religions originating from Earth are represented in the Clement Sector, some newer religions have also appeared. These new religions will be covered in this section.

The Church of the Holy Light

The Church of The Holy Light was founded in 2331 by The Holy Receiver Erich Hauk. Hauk was a member of the German Navy who witnessed the Collapse of the Conduit at Hub. During the Collapse, Hauk reported that a light shone from the center of the Conduit into his face. According to Hauk, the light spoke to him and told him that he must save everyone on this side of the Conduit from the Great Unspeakable Evil.

Hauk reported that The Light informed him that this Great Unspeakable Evil was present on this side of the Conduit and that The Light was closing The Conduit to keep The Great Unspeakable Evil from crossing to Earth. Hauk was told, in detail, how to save his fellow humans from The Evil.

Hauk outlines this method of keeping The Evil at bay in a book called *The Book of The Holy Light.* Hauk took three years following The Collapse to write the book while still serving in what would become the Hub Federation Navy. It is a carefully detailed instruction manual concerning how to live one's life to be saved from The Evil.

The Book gives readers a detailed exercise regimen, tips for a healthy diet, advice for avoiding relationship problems, and a guide on "psychic defense methods". It also includes instructions on how to build temples, homes, farms, and even military defenses to guard against The Evil.

Over 265 pages The Evil is never clearly defined. The Evil seems to be among humans at all times and could strike at any time and is described as being a spirit-like being calling humans to do evil in its name. At other times, it seems to be a person or group of people actively working to destroy the plans of The Light.

The Light is described in The Book as a benevolent figure who originates from within The Conduit. Hauk wrote that The Light did not tell him its location, but that it seemed to indicate that it lived within extradimensional space. Hauk himself never specified the location of The Light beyond those words.

Hauk finished The Book at the same time as he was leaving The Hub Federation Navy. Following this, he had the book made into several forms including hardcopy books, audio recordings, and holographic renderings. Hauk traveled across The Hub Federation spreading the account of his experiences and giving away copies of The Book.

Temples built to the specifications given in The Book were built on all of the worlds in The Hub Federation except Sigewif. Temples were later built on other worlds in Hub subsector as well.

In 2337, he began to travel into Cascadia subsector spreading his message there. During a transit from Antryl to Kyiv, Hauk's vessel was lost. To this day, no one is sure what happened to the ship.

Hauk's following continued to grow after his death. Much of the continued interest in his teachings came from one of his converts, Thakur Menis. Menis had been converted during one of Hauk's seminars on The Book and had become an ardent follower. Menis recorded several speeches

concerning his belief that Hauk had "been taken by The Light" for "more instructions". Menis advised that they continue Hauk's work for him until his return.

Menis has worked tirelessly to do just that. Menis oversaw the building of temples to worship The Light and teach The Light principles across Cascadia, Franklin, and into Sequoyah subsectors. In 2340, Menis was also instrumental in the construction of The Holy Light Primary Temple on Hub in the city of Vogel.

Today, the temple is two years old and is a learning center for The Light's teachings. Members of the church visit the temple from all over the colonized worlds. Plans are moving forward for the construction of a university dedicated to training members not only in the teaching of The Light but also in general education.

Members of the church can be found now in all walks of life across the Clement Sector. For some, the teachings of The Light are a valuable map to life and a comfort to them in difficult times.

The church has also faced a great deal of ridicule. Some have been ostracized for their belief in the church's teachings. Much of the population of the colonized worlds scoffs at the notion of a light from within The Conduit speaking to anyone. Others point to Hauk's poor service record in both the German Space Navy and The Hub Federation Navy as proof that he was a charlatan.

Although the Hub Federation has been generally accepting of the religion, The Hub Federation government and The Church have faced off against one another on occasion. One of those instances happened just after Hauk's disappearance.

When the news arrived at Hub concerning Hauk, around 350 members of The Church traveled to Terminal, a station located near the former location of The Conduit. Following The Collapse, Terminal became a Hub Federation military facility. The members parked their vessel near Terminal and waited for Hauk to return through the re-opened Conduit. When the Conduit failed to re-open, the church members attempted to board Terminal. Hub Federation military members were then forced to fire warning shots at the church ship until they eventually left the area.

Caxtonism

Kingston (Hub 0106) is ruled by a religious dictatorship based on a local religion called Caxtonism. Caxtonism is based on the teachings of Ian Caxton. Caxton was a popular religious figure on Earth in the late 22nd century who said that God had spoken to him in the form of an angel of light called Tralixi. In 2172, Caxton had been working outside the lunar city of Huang when he was approached by the angel. Tralixi is said to have touched Caxton's space suit and transferred a "Book of New Revelation" into the memory of his suit.

This "Book of New Revelation" was then copied by Caxton and given away free across Earth, Luna and Mars. By 2210 and the opening of the Conduit, Caxtonism had gained millions of followers. The "New Revelation" was a call for all humans to reject all other philosophies and live by the "original law of God". The "Book of New Revelation" essentially repeated the laws given in the Biblical book of Leviticus and added a few more that Tralixi said were "important to the modern age". Among these were a call for polygamy, a call for increased use of cyberware, a rejection of the false prophets (specifically mentioned are Christ, Muhammad, Joseph Smith, Elvis, Zorka, and Murphy), a rejection of genetic engineering (with the exception of long life treatments). a rejection of animal uplift projects, and a ban of holography as a form of "graven image".

The Caxtonists spread their message across the solar system and, as the Zimm Drive allowed the colonization of other worlds, into the stars as well. Fourteen of the original German colonists who

crossed the Conduit to Hub were Caxtonists. Ian Caxton himself, at the age of 85, in 2225 crossed the Conduit to Hub with a colony ship full of followers. These followers were not met with enthusiasm by the German colony and the Caxtonists soon felt the need to leave.

A group of Britons had founded an independent colony at Kingston and several among the government were either followers or sympathetic to the Caxtonists. The government invited the Caxtonists to come from Hub to Kingston in 2227. Kingston was soon overrun by Caxtonists coming to the "New Holy Land". By 2235 and the signing of the IWT, Kingston was already known as the Caxtonist colony rather than as an independent colony. The previous government of Kingston was a representative democracy. The Caxtonists soon controlled a majority of the government. By 2237, they had full control of the government and had installed Caxton as their leader.

Caxton remained the leader of the world until his death in 2332. His trusted lieutenant Calvin Richmond assumed command and continued all of Caxton's policies. Most Caxtonists believe that Caxton was "taken by God" into heaven and that he speaks to them and influences their lives. This is also the official history as told by the Caxtonist religion. Richmond often refers to Caxton in speeches which are sent out over the worldnet and Caxton is always referred to as if he were still alive.

Many believe it is only a matter of time before the Caxtonists begin to not only spread the message of their religion but also the control exhibited by their leader. This fear is especially prevalent within The Hub Federation and on Harrison (Sequoyah 0805) where the local government is preparing for a possible Caxtonist invasion.

Aliens?

There are no aliens known to be in the Clement Sector. Over the 132 years of settlement in the sector, there has not been one proven human-alien encounter. However, there have been aliens present on several worlds. Evidence has been found to support an alien presence but not within the time frame of human habitation in the sector.

Perhaps the most famous of these alien artifacts was located on Tal'Kalares (Franklin 0105). Popularly known as "The Big Find", a local military group, known as Alpha Delta Force, located a set of artifacts within the central jungle region of the planet. In the early days of colonization, the planet was known by its intended name of Rhea. There was a belief that many different natural resources might be located in an area referred to locally as "The Bottoms" and so the colonists set up exploration teams. Each of these teams was given a designation with Greek letters. The ADF had been sent out to explore a possible location for a settlement in the Bottoms near Lake Ford. While the ADF had planned for a great many things, they were unprepared for what they located there.

To the north of Lake Ford, the ADF found several metal objects which appeared to be tools. While the intended use for many of these tools was (and remains) a mystery, it was obvious that they were powered tools. However, they did not appear to be created for human hands and no one in the team recognized them as tools in use by any modern colonization teams. Upon picking one of the tools up, one of the ADF team members triggered a holographic display.

This holographic display seemed to operate from a solar power source and showed the planet as seen from space. When the planet was shown, a voice came from the display which said "Tal Ka Lar Es". Several other locations on the world were also shown with the same voice introducing the location by name (or, at least, that's the conclusion made by ADF team members and subsequent scientists have agreed). Other than this tool, which still remains largely a mystery, none of the other items found have done anything of interest. Their function and origin remain a mystery.

Since this discovery, exploration teams and scientists have been sent out into the Bottoms but to no avail. Indeed, the government of the Queen of Tal'Kalares makes a great deal of money on adventurers and tourists who want to brave the jungle and locate alien artifacts. So far there has been no other significant discovery.

It is generally accepted that these items were left behind by an alien race of technological sophistication some 300-400 years ago. However, it remains a mystery as to whether the artifacts were the property of a visiting alien race or the property of natives who are no longer on the planet. As of yet, no ruins or other proof of alien intelligence has been located on Tal'Kalares.

However, on Fairfax (Cascadia 0105), alien bodies have been located. Following exploration in the Coran Rift Valley, several skeletons of an upright bipedal creature were located. The creatures appeared to be about 1.98 meters (6 feet 6 inches) tall and seemed to be thinly built. Over time, scientists located more skeletons. Each of these skeletons appeared to have been buried facing the rising sun and with a specific burial ritual. Some were found with the bones of small local animals as well as stone tools. No other evidence exists for this race of aliens. Scientists are currently studying several other locations on the planet as well as the Coran Rift Valley. Current theory holds that 1.22 million years ago, there was a civilization in the rift valley using stone weapons and tools to hunt animals and that, for an unknown reason, that race went extinct. Little more is currently known, but scientists are actively exploring the area.

Despite the fact that no one has located firm evidence of alien habitation in Clement Sector other than what is listed above, there are those who believe that the two finds are not only linked but also that the finds point to an advanced civilization which may or may not still be influencing human

affairs. The largest group of proponents of this theory is the Alien Research Network (ARN). The Alien Research Network was founded by archaeologist Aria Sacratini and anthropologist Ikaros Duffy in 2336. They have offices on Fairfax, Tal'Kalares, and Franklin. The Alien Research Network believes that there has been and still is a non-human civilization in the Clement Sector. They also believe that this civilization has been in contact with humans in the past and may still be in contact with them today.

The current ARN membership is about 22,000 people across the sector. Membership includes people from all backgrounds and disciplines. While some are ardent members who are dedicated to the research, others are simply members to receive the holorecording sent out by ARN to members. This holorecording, often made by Sacratini and Duffy themselves, outlines the newest information uncovered by ARN.

Sacratini and Duffy insist that the scientific conclusions reached concerning Fairfax and Tal'Kalares are wrong. They have spent a great deal of money and effort to prove this and have located what they feel is evidence for their theory all across the Clement Sector. For instance, the ring around Franklin (Franklin 0506) is believed by most scientists to have been a moon which once orbited the planet and was destroyed. Sacratini and Duffy agree with this but also maintain that the moon was an alien colony which was destroyed in a war between the aliens from Fairfax and another unknown alien race.

The crux of their central theory is that the skeletons found on Fairfax are the predecessors of a powerful alien civilization. Sacratini and Duffy believe that the aliens continued to evolve and then left Fairfax, establishing a vast interstellar civilization. This civilization, they believe, was capable of much faster travel between systems than the Zimm Drive. They also maintain that the wealth of habitable worlds in the Clement Sector is not by accident but through the terraforming efforts of this race. It is believed that the finds on Tal'Kalares, the ring around Franklin and many other astronomical and geological oddities throughout the sector are evidence of colonies of that civilization.

In addition, most ARN members believe that the Conduit was left by this civilization for humans to find. These theories usually include the idea that these aliens visited Earth and perhaps influenced civilizations there. They believe this is why the Conduit was large enough for scientists to locate and expand. Most believe that the Conduit was closed by these aliens who, once humans had arrived in the sector, felt that these humans should be held here and not allowed to return to Earth.

Many of the ARN membership also hold the belief that these aliens may also still be among us. A popular theory is that these aliens are shapeshifters and walk among humans on a regular basis. Some even believe that many of the governments, corporations, and organizations in the region are controlled secretly by these aliens.

Most in the colonized worlds believe these theories to be nonsense. While ARN does uncover some compelling evidence, this is often undermined by some truly bizarre and paranoid conspiracy theories which they also embrace. Sacratini and Duffy, in particular, have had their careers in the scientific community damaged by their theories.

Refereeing the Game

The Referee is the person who takes responsibility for running a Clement Sector game. The Referee creates the adventure, runs the players through it, takes on the roles of the various characters the player characters meet, and handles any questions about the rules. While running the game is a big responsibility, it's not as hard as it might seem, and providing a fun and entertaining game for your friends can be quite rewarding.

The rules of Clement Sector provide a comprehensive outline for the basic activities confronting any character in the universe you are creating. These rules, while part of a large book, can never foresee the many actions of a motivated group of players.. In the hands of players and a Referee, however, the Clement Sector rules are the start of dynamic adventures that can range across the universe.

This chapter is about helping you as the Referee run your games. The advice found within this chapter is completely optional; feel free to use it or ignore it as you like.

Rule Zero

Remember that it is just a game. The most important thing in it is to have fun, both for you and your players, and everything else is secondary to that. So, if a rule, a plot, or even realism and consistency get in the way of your fun or that of your players, it is your right and duty as the Referee to change it. As a Referee, you, not the rulebooks, are the final arbiter in your game. This is a serious responsibility, but also a great freedom: the freedom to create and run an entertaining game that suits your needs and the needs of your group. If you and your players are enjoying yourselves, you are doing things right, even if you are ignoring or modifying the rules and even if your game is not necessarily realistic or even self-consistent.

With that in mind, the most important rule of the game, dubbed Rule Zero in the Clement Sector rules, is that the Referee always has the right to modify the rules. As a Referee, your rule modifications can be as simple and improvised as “um, grab some dice, roll them, and tell me the number” or involve extremely complex home-brew charts that dictate the smallest of details. This is your game, after all.

It is most important to remember that this is a game. It is not a simulation of real life nor is it a model of what the future will be like. It is a game with the assumption that both the players and the Referee are here to enjoy themselves. If you find yourself or your players getting bogged down in discussions of how realistic something is, the chances are that either you or your players are not enjoying the game. If that’s the case, you’ll find that you may be better off finding a different genre or type of game.

Simply put: If you are unhappy with a game (this one or any other), then the game is not working for you and you should endeavor to find ways to make it fun.

Gaming Style

Every gamer tends to enjoy a specific gaming style. Some people are consummate “Role-Players”, gaining a lot of pleasure from character development and interaction. Others are intense “Combat Monkeys”, finding that an action-packed cinematic frenzy of laser bolts and hand grenades

meets their gaming needs. Some players are “Puzzle Solvers”, finding the mental challenges of riddles, logic problems, puzzles, and mystery adventures to be the perfect balm. Most of us are a mix of all of the above, in differing proportions and varying levels of interest and intensity.

As a Referee, it is recommended that you bear in mind that all styles of play are valid. If everyone is an action fan, combat-heavy games work well. Roleplaying the group’s interactions with shopkeepers can be entertaining, as well. For some, delivering long angst-ridden poetry in-game can be fulfilling. Intraparty conflict might be a good thing, with the right group of gamers. Even violating the advice found in these rules is perfectly okay, so long as the entire gaming group is having fun. Remember Rule Zero!

Be aware of what you and your players want. If you want something different from your players, something is going to have to change. Logically, it should be the group in the minority, which in this case would be you as the Referee. Similarly, if a single player wants a different style of play, if it can't be easily integrated, don't force the issue. Sometimes players or Referees don't fit a particular gaming group’s style. It does not make anyone wrong; things just did not work out or come together for that particular game.

Improvisation

One of the keys to successfully running a Clement Sector session boils down to your ability to improvise when circumstances so dictate. You can certainly plan everything out for your session, to the degree with which you are comfortable. However, at some point in time, whether intentionally or accidentally, you are going to have to improvise a scenario that you did not plan in advance. Maybe the mercenary rolled poorly in that last combat, dying during the previous encounter, and the corporate executive that hired the adventurers only made the deal with him. Perhaps the party decides to pursue another adventure, which you had not yet prepared, half-way through the current one, based on a clue they found in the second encounter of the evening. Whatever the reason, you should be prepared as a Referee to improvise as needed to keep the session moving.

A common misconception exists that improvisation during a game and preparation for a game are two opposed approaches. To the contrary, the more efficiently you prepare for the game, the easier it will be for you to improvise and “wing it” during actual play. The key to efficient preparation is not deciding ahead what the characters will do (leave that to the players), but rather creating material which would both allow the players to do exciting things, and which will allow you to easily set up challenges, encounters, NPCs, locations and plots that will fit the flow of the game. This might sound like a lot of work at first but is actually much simpler; the key here is to create flexible material which will fit different plot lines, different locations and different uses with ease.

In today’s world, spare time and inspiration tends to come at unexpected and irregular times. Carry a small notebook with you or send yourself an email. Whenever an idea for whatever part of your game strikes your mind, jot it down in the notebook. Later on, when you happen to have a little more spare time, look at these ideas and develop the ones you like a little bit more. Organize a binder at home (or a directory on your computer), with different partitions (or electronic files) for NPCs, locations, creatures, locations, and plot hooks. Each item (NPC, location etc) you develop shouldn't be long, a few sentences per item will work in most cases (remember that most stats for a character or creature will fit in a small paragraph, if not a single sentence.) Keep these well-organized and these could be used whenever you need them in-game or in a short-term preparation for the game. The same goes for location maps you happen to doodle during work, while riding public transit or while attending boring classes or lectures, nothing of this kind should go to waste.

Most of the adventure elements you prepare, even locations or NPCs intended to be used in a specific plot line, should be designed in such a way that it will be easy to 'recycle' these elements for use in different circumstances in the event you don't use that element in the intended plot or location. Players have a tendency to miss the stuff you've labored hard to create, so be prepared to make a few changes to all the unused bits and pieces of previous adventures to use in the next ones.

Improvisational Preparation

It is definitely possible to prepare in advance for improvisation. It is suggested that Referees consider preparing the following for their adventure or campaign:

A list of random names for NPCs, locations and vessels can serve any Referee well. Take them from any source you like, your imagination, baby-name sites, even phone books, but it always helps to have a quick source of names for the people and places you must create on the fly rather than just calling them "this guy" or "that tower". That way, when the characters ask a random citizen for their name, you can easily choose one from your list, provide it to the group and then cross it off. Having the ability to name a character or place quickly helps establish a strong sense of depth and internal consistency within your setting.

Many Referees also find it helpful to keep **a small collection of generic locations and encounters** on hand, in case the party decides to go in an unexpected direction. It is perfectly okay to use adventures or modules that you find online or in the products you own. If you can create a few easy-to-place encounters beforehand, this could also prove to be very useful. Your goal here is simply to have activities for the characters to do through the rest of the given gaming session. You can always regroup and plot a better strategy for this new direction the players have taken between sessions. These little scenarios just give you a delaying tactic that lets you entertain your players at the same time.

A collection of stat blocks for stock NPCs, perhaps expanding on the small collection found later in this guide, can provide you with potential allies, contacts, rivals, enemies, bystanders, and potentially even ready-made player-characters should the need arise over the course of the gaming session.

Creating **a reference sheet** of the player-characters' important combat statistics can help you evaluate the impact of an encounter or challenge when you have to improvise a scenario on the fly.

A notebook or electronic document for **session notes** can help you capture the details you've created for your campaign or adventure, either on the fly or through early preparation. With this, you are more likely to provide a consistent and vibrant gaming experience.

Recycling Game Material

As preparation time is limited for most Referees, you may find it of good benefit to maximize your effective use of material and rules while minimizing the time devoted to creating new non-player characters, vessels, adventures, or locations from scratch. The nature of Clement Sector is of great

help here, as the rules are relatively simple and abstract; a major part of each animal, location, vessel, or character is nothing but narrative, and narrative is easy to change. This is called “reskinning”. By changing the narrative, the stat block for a veteran mercenary might be reused as a safari hunter with little or no modifications to the game mechanics.

A good example is the use of location floor plans. If, for example, you've downloaded or bought detailed floor plans for a particular location (or a product including these floor plans) or perhaps you’ve found them online, you can utilize them in more than one way. If the floor plans originally detailed the hidden base of some human space pirates, you can still easily modify them to be used for a fortress, for the remnants of a research facility devastated by a natural disaster, or even for a private mansion for an eccentric corporate executive. The map can remain the same, or largely the same, but the description can change the perception of the players.

Running the Game

The first rule of the Clement Sector system is to have fun. A good Referee will make a reasonable effort to create a gaming experience that is fun for everyone. The following guidelines might help with that.

Assigning Difficulties

At the core of every Clement Sector adventure lies a sequence of tasks that the character must accomplish to succeed. The Referee oversees assigning the difficulty of these tasks, and then interpreting the outcome. The default is Average (+0). Make a task easier if you want a particular task to be accomplished, but not be everyone. This will highlight characters with skill levels in an easy way. If you want to make a task challenging, but still feel comfortable with giving the players a good chance of success, set the Difficulty to Difficult (-2). Reserve Very Difficult (-4) and Formidable (-6) for very special circumstances, such as attempting the near impossible. As the Referee, you may not want to say “No” except in the most extreme circumstances but assigning a Difficulty of Formidable (-6) is almost as good and can create some interesting story developments and a sense of excited accomplishment should the character succeed.

Modifying the Roll or the Difficulty

There are two ways of making a task easier or harder: modify the character's die roll or modify the task's Difficulty. Circumstances affecting a character's performance, like having just the right tools for the job or being forced to improvise, apply a modifier to the die roll. Circumstances making the task easier or harder to accomplish, like a favorable or unfavorable environment or a particularly demanding task, modify the Difficulty. If a condition applies to the character -- like knowledge, health, equipment, preparedness, and such -- it's usually a die modifier. It doesn't have to be too fine a line, since modifying the die roll or the Difficulty amounts to the same thing in the end: the task being easier or harder to accomplish.

Circumstance Modifiers

Some circumstances make a check easier or harder, resulting in a bonus or penalty that is added to the check result. The Referee can alter the odds of success in two ways:

- If a character has help, such as good tools, competent aids, or other beneficial circumstances, he receives a +1 bonus to his skill check.
- If a character is hampered, such as having defective tools, incompetent assistance, or other negative circumstances, he receives a -1 penalty to his skill check.

Automatic Successes

Sometimes it is just easier to assume the character automatically succeeds at a skill check. If the character has an applicable skill, and the results of the skill check do not impact the progress of the story, endanger the character, and the actual success or failure is not interesting, just assume the character succeeds and move on. Remember, the rules suggest that the Referee should only call for checks:

- When the characters are in danger.
- When the task is especially difficult or hazardous.
- When the characters are under the pressure of time.
- When success or failure is especially important or interesting.

Using Opposed Checks

Opposed checks are a great way to create tension between two individuals. Suddenly, the players can target their attention on an NPC, and that helps with immersion into the game. Should two or more characters seek to do the same thing at the same time, or to resist one another's actions, use an opposed check. The highest check result wins.

That's not in the Rules

Sometimes in play, things come up that are not covered in the rules. When this happens, the Referee is responsible for handling these situations, making fair evaluations of what the characters do and deciding what happens as a result. As the Referee, you will need to quickly improvise a solution. The easiest way to do so is to simply decide if the suggested action is fun or not, and if it is fun, let it happen, then throw in a complication that adds to the enjoyment of the scene. Some Referees prefer a more mechanical approach. Identify a skill the covers the basic nature of the request, set a Difficulty of Average (+0) or Difficult (-2), and let them try. If nothing comes to mind immediately, ask the player to tell you what skill they would use to accomplish this task. If no skill appears to work, then choose the best characteristic, and have the player roll a characteristic check. However, you decide to resolve it, the key here is to quickly address the request and keep the game moving forward.

Solo Play as Referee Prep Work

Many of the Clement Sector rule subsystems can be leveraged for solo play. For Referees, this can turn building a universe of their own into a game in and of itself. What follows is a list of suggested activities that can prove to be fun in and of themselves, as well as help Referees create new material for their personal adventures and campaigns. In addition, solo play can help Referees learn the rules and become more proficient for when they run games before a group of players.

Solo play is not limited to Referees. Players can also learn a lot about and enjoy aspects of the Clement Sector rules through solo play in those times when a Referee or gaming group is not currently available.

Character Creation

A Referee always needs non-player characters. Use the information in this rulebook to generate new characters. These characters can easily become future patrons, random encounters, enemies, allies or simply background characters for a Clement Sector universe.

Personal Combat

Take some characters and use the rules to practice the combat system. Recreate scenes from science fiction or action movies using the characters, to get a feel for how the rules of combat work in various scenarios.

Starship Construction

Construct some starships and other vessels using the rules in **The Anderson and Felix Guide to Naval Architecture.** Build on various scales, to get an idea of how the different elements of starship construction work together. You can even use the information under Starship Revenues to determine if your ships would be economically viable without outside assistance.

Space Combat

Take some vessels and pit them against one another using the space combat rules. Once again, feel free to recreate scenes from science fiction movies using the vessels, to get a feel for how the rules of space combat work in various scenarios.

Subsector Creation

Using the rules found in this rulebook, create a subsector, and identify the systems within it. Generate and record the UWPs for every system. After the worlds have been created, look over the subsector for possible communication and trade routes. If you are inspired, create some background information on the most interesting worlds.

Animal Encounter Creation

Choose a world from a list of UWPs and expand on it. Create some maps of the planet's surface, and then build encounter tables for each terrain type on the map. If you are so inclined, you can then pit some characters against the different animals you've created using the personal combat rules to see how they might fare against player characters in the future.

Practice Trade and Commerce

Grab a starship and use the trade and commerce rules to explore the economic environment of a generated subsector. Use the rules for passengers, freight, and even speculative trading to get a feel for them. By tracking the revenue and expenses for the ship, it could give you an idea of where traders will focus their attention within the subsector. If this is being played as a solo game, keep going until either the ship is paid for or the ship goes bankrupt. This is a good way to validate trade routes, and identify "stepping stone" worlds between strong markets in a subsector.

Patron Encounter Creation

The seed of most adventures within a Clement Sector game is captured in patron encounters. Using the details of a subsector's list of UWPs, create and record some patron encounters using the format found under **Patron Encounters**. Think about science fiction and action-based movies, television shows and literature, and use those to inspire some of the patron encounters you create.

In addition, many of these have been created by Independence Games and can be found in our **21 Plots** series.

Adventures

Players in a Clement Sector campaign are adventurers, plain and simple. They will seek out experiences and exploits, reveling in the thrill and excitement that comes from the pursuit of their goals. Clement Sector adventures encompass the potential for adventure that can be found in classic era science fiction. The opportunities are virtually limitless, restricted only by the circumstances of the scenario and the capabilities of the characters. The Referee generates and adjudicates encounters that make up the building blocks of these adventures. As the characters move from one adventure to the next, the stories create a campaign, set against a universe of the Referee's creation. Therein lays the core of a great roleplaying game experience.

Conflict

Stories are about conflict. Conflict doesn't have to be violent, but without a struggle of some kind, there is no story, and without a story, there is no true sense of adventure. The key to a great adventure is conflict. As a Referee, you should make sure you have conflict, and that the player characters are directly involved in that conflict. If there isn't any conflict, you lose the impetus for action. If the player characters aren't directly involved, they are just watching a story, which sounds more like a movie or a play than a roleplaying game.

Conflict doesn't have to be physical combat. It could just as easily be political or corporate intrigue, achieving a specific goal before the protagonist can either get there first or stop the characters from succeeding, handling courtly issues of a noble or legal nature, negotiating a diplomatic resolution to a larger conflict, and much more.

The Plot

The plot of the adventure is essentially the synopsis of the events that will transpire over the course of the adventure. You should be able to sum up the plot of your adventure in one sentence. Knowing your plot before you begin creating the adventure provides focus and direction and creates context for the scenes you will create for your adventure.

If you have problems in coming up with a plot for your adventure, you might investigate Polti's "The Thirty-Six Dramatic Situations." It's an extensive list of basic plots that you can use as the basis for your own stories and adventures.

The EPIC Adventure System

The Epic Adventure System provides a way to design and organize adventures, that incorporates enough flexibility that the player characters have the 'freedom to roam' without causing the Referee nightmares. An Epic Adventure is broken down into 6 parts:

- Cast of Characters
- Background
- Minor Scenes
- Plot Keys
- Chapters
- Adventure Checklist

The Cast of Characters

The Cast of Characters describes the major characters encountered in the course of the adventure.

The Background

The Background section provides the Referee with the background information necessary to properly run the adventure and lays the groundwork for introducing this adventure to the players.

Minor Scenes

Minor Scenes (usually just referred to as just Scenes) are encounters or events that involve the player characters in some form. Many are directly related to the adventure, and may provide clues, equipment, or other information and materials needed to eventually complete the adventure. Others are merely to provide diversion and amusement. Scenes, unless noted in their descriptions, do not need to be played in any particular order, and may be sprung upon the player characters when the Referee deems appropriate.

Plot Keys

Plot Keys (or simply 'Keys') make up the heart of the storyline for the adventure. They contain vital pieces to the plot that must be played for the adventure to make any sense to the players in the end. You may play any number of Scenes before and after each Plot Keys, but all of the Plot Keys should eventually be completed in their proper order.

Chapters

A Chapter (or 'Act') is made up of one or more Plot Keys, and probably one or more Scenes. They outline the plot to the Referee and provide tips and information for playing the Scenes and Plot Keys that are contained in the Chapter. To complete a Chapter, each Plot Key within must be completed. Each Chapter must be completed and played in order to successfully run the adventure.

Because of the 'cinematic' nature of an EPIC adventure, it is easy for the Referee to allow the player characters to temporarily deviate from the current adventure storyline to follow a false lead or pursue another short adventure that has interested them. When the player characters are ready to return to this adventure plot line, simply pick up with the next Scene.

Adventure Checklist

The Adventure Checklist provides the Referees with a recommended guideline of the order in which various Scenes and Plot Keys in this adventure should be presented to the players. As the characters complete each Scene or Plot Key, the Referee simply checks it off the list. When every Plot Key in a Chapter has been played, that Chapter has been completed and the Referee may begin the first Scene in the next Chapter.

You will note that not every Minor Scene is included in the Checklist. This allows Referees who would like to use the Checklist but would like to change things a little bit to swap out scenes or include their own custom scenes. If you feel comfortable in letting your characters stray from the order of the Checklist, you may determine the 'cinematic' order of the scenes as you see fit or use a weekly events chart like the Example Weekly Event table to determine the course of events.

This example weekly events chart has been created for an adventure in which the characters spend several weeks in the outback searching for lost ruins in the hope of finding historical artifacts.

Table: Example Weekly Event

2D6	Weekly Event
2-8	Play a Minor Scene/Find a Ruin
9-11	Starport Run. The Professor has an errand requiring the characters to go to the local starport for the week.
12	Plot Key

Explanation of Example Weekly Event entries:

Play a Minor Scene: Select one of the Minor Scenes and run the scene as directed.

Starport Run: This is an excuse and opportunity to bring in sideline encounters, patrons and scenarios unrelated to this adventure.

Play a Plot Key: Plot Keys should be plays in the correct order for the adventure to make sense to the players. If you change the order of the Plot Keys, you should be sure to adjust the other scenes to ensure that the adventure flows properly and makes sense.

Adventures in Five Acts

Many satisfying adventures have been inspired by the five-act structure of literary and dramatic creations. Made famous by Gustav Freytag's analysis of Shakespearean plays, the five-act structure lends itself well to basic adventures with only minor modifications.

At its core, the five-act structure for adventures depends on five major scenes or Plot Keys: The Story Hook and Challenge, the Escalation, the Complication, the Climax and finally the Reward. Even though this structure is based on five Plot Keys, you can easily add or subtract as many minor scenes as the adventure you're creating calls for. Don't be afraid to deviate from this pattern as you become more comfortable with adventure creation.

The Story Hook

The key to the opening scene of any adventure is action. The story hook Plot Key should therefore be an action scene, involving either combat or some form of physical challenge. This draws the characters into the main conflict of the adventure's plot and introduces the party to agents of the main antagonist. As this scene is wrapping up, you can either provide clues to the direction of the next Plot Key or introduce a minor scene that ultimately points the party in the direction of the final climax of the adventure.

The Escalation

Now that you've met the needs of your more action-oriented players, you should create a series of roleplaying scenes or puzzle challenges that further escalate the plot, leading ultimately to a Plot Key that helps the players form a plan of attack for reaching the climax of the adventure. This allows non-combat characters an opportunity to shine. Investigation and information gathering make for excellent scenes in this regard. In addition, it provides the full roleplaying experience to the players, emphasizing why the group is playing a roleplaying game instead of a board game.

The Complication

Nothing is ever as straight-forward as it seems. The third major Plot Key introduces a complication to the party in fulfilling the needs of the plot. This Plot Key often requires the characters to expend resources, forcing them to decide on whether to spend their resources on this challenge or the big climactic challenge that is coming up next. In addition, this scene often introduces a plot twist or restriction that makes the resolution of this challenge and/or the climax that much harder.

The Climax

This Plot Key is the final showdown, the final fight with the primary antagonist of this story and his minions. This scene is most often a big fight or confrontation, but under the right circumstances, it could be a social or mental challenge instead. This is the big scene where everyone should have a chance to shine. It is suggested that this scene require a challenge more complex than "kill everyone", even if it's as simple as "kill everyone without any collateral damage to property or

other persons". If the climax is a combat scene, the site for the climax should also include at least two different terrain features, to provide for some interesting situations that make such scenes memorable. While you don't want to overdo yourself, you also want to make this scene feel more exciting or important than the other scenes in the adventure.

The Reward

This scene is the dénouement, where the plot is wrapped up and the characters receive their reward for their victory, or experience the consequences of their failure, on those occasions where things didn't necessarily work out. Often in Clement Sector adventures, the reward is monetary. However, characters might instead earn titles, receive ship shares, gain political support, earn some form of social advantage, recover lost or hidden information, or even learn a campaign secret that could change the face of the world forever. Sometimes, there's a final plot twist here, such as a secret guardian guarding the reward or a false reward serving as a distraction from the true reward of the adventure. If you have ideas for a future scenario, you'd like to offer the players, you can even drop the first hints of things to come in the reward scene, giving the characters motivation to pursue the clues that may well lead to their next daring adventure.

Other Suggestions

When creating your own adventures, keep things dense and concise. You will find that players have a knack for complicating things all by themselves, so don't feel a need to include a lot of false leads and irrelevant details. You can always improvise the addition of extra scenes as the need arises, but it is hard to work around many required scenes if the adventurers suddenly take the adventure in a totally different direction.

The Three-Dimensional Campaign

Unless you're running a "one-shot" adventure, put in the effort to keep your setting, plot and adventure three-dimensional. That is, even if your campaign has a very strong overarching plot, not everything has to be tied in it directly. For example, if your campaign revolves around a massive struggle between two interstellar polities, there should be some NPCs, sub-plots, protagonists and even organizations that don't work directly (if at all) for any side of the overarching conflict. Not every protagonist in your game has to serve the enemy government, and not all good guys have to get along together very well.

The reason for this, besides realism, is that both you and your players will eventually want to take a break from the main plot and do something else, especially during a long campaign. Sometimes you'll want, say, to steal a high-tech prototype, and that research facility belongs to a third interstellar government that remains outside the overarching conflict; sometimes you'll just want to explore an old, forgotten ruin uncovered in the wilderness of a backwater planet, a place unrelated to the main plot. Besides, making two factions work together against a common enemy despite hating each other with a passion could be a cool adventure, and so could be playing one opposing faction against another without getting caught.

The Rule of Three

As a general rule of a thumb when creating background elements involved in conflicts, such as organizations, factions, political figures, etc., you will best be served by creating three of them. For example, when you're designing a power struggle in an interstellar government, you should probably have three factions. The typical war can be created with three opposing sides, even if one of them is simply a large band of pirates with goals at odds with the two “official” sides. Creating three elements vying for the same goal creates a greater degree of dynamic complexity, allowing for adventures that explore the different relationships between the three elements without reducing the conflict to a simple “black-and-white”, two-dimensional confrontation. Three sides give you plenty of opportunity to explore shifting alliances, subversive practices, negotiations, alternate paths to personal success and greater variety in your scenarios.

Campaign Possibilities

There are many different types of adventures and campaigns which can be run in the Clement Sector setting.

Active Military

Most of the worlds In Clement Sector have their own militaries. Most of these seldom leave their own system and, if they do, it is part of a joint operation between two system governments. Rarely are there attacks taking place from one world to another, though many worlds are believed to be gearing up for such actions. Only the Hub Federation Navy has bases and facilities in more than two systems and only a scant few of the other worlds in the sector have a base in more than one system.

The politics section of this book (p.570) covers the political and military landscape of the sector to give a better idea of what sort of situation might be faced by active military characters. Such scenarios as the Hub Federation Navy stepping out of its borders to aid another world against piracy or the Cascadian Navy assisting the Cascadia Colonization Authority in seeding colonies in Tranquility Sector can provide ample material for an adventure or campaign.

Characters in and from the Space Defense Forces and Navies of the independent worlds of the Clement Sector can be created using the system defense forces career track on p.274. If a character wishes to have been part of one of the navies of an Earth nation, the national navy career track on p.240 should be used.

For characters which are in or from the Hub Federation Navy or the Hub Federation's ground forces, we recommend consulting our *Hub Federation Navy* and *Hub Federation Ground Forces* publications.

Many of the worlds within Clement Sector also maintain a standing army which can includes atmospheric aircraft operations as well as ground forces and security forces. For characters involved in any of these, we recommend the use of the system defense forces on p.279-289.

Mercenary Company

Mercenary companies are in wide use throughout Clement Sector. In any location where the government or a political faction needs armed persons, the mercenary company can find work. Characters for such a campaign can be created using the military career tracks listed in this volume as well as those listed in *Hub Federation Ground Forces*.

Perhaps the most common location for mercenaries to find work is on worlds with oppressive governments. With no large-scale interstellar government in Clement Sector, there is no one to oversee or control individual world governments and keep them from controlling those worlds with an iron fist. On these worlds, it is not uncommon to see mercenaries employed to reinforce governmental control and perform tasks against the populace which local armed forces will be unwilling to undertake. These sorts of jobs will commonly pay well but will be accompanied by moral questions.

The opposite is often true as well. Those who are being oppressed by such a government may have little choice but to ask for help from a mercenary company who is willing to help them shed the yoke of oppression. These rebels may have limited funds but will often promise more funding once their goals are reached. However, the act of helping to free the oppressed can sometimes be its own reward.

One location which has seen its share of combat between mercenary companies has been Sophronius (Hub 0408). On Sophronius, there are mercenary companies working for both the government and the several factions working against the government and each other. More can be learned concerning Sophronius in *Subsector Sourcebook 3: Hub***.**

Exploration

Clement Sector's rimward half is still an open frontier. While there is no large exploratory agency in place, there are many reasons why a group of characters might be sent out to explore this region of the sector.

Corporations might send characters out to a specific location to determine if the reality matches up to a perceived bounty of riches. Some of the governments (such as Cascadia (Cascadia 0705)) have decided to attempt to become interstellar empires by planting colonies in unsettled regions rather than by conquering their neighbors. Individuals who want to leave the settled worlds may turn to the characters to gain their aid in locating a suitable location for their colony.

This might also entail finding the best route to this location to allow for gas giant refueling. If the area is on the other side of The Darkness, then the characters might need to find the best route around The Darkness or to determine if the location warrants the risk and expense of placing a bridge colony in open space.

According to how the Referee wishes to run such a campaign, the characters could be made in any number of ways. If the characters are operating as an explorer from a government or a corporation, then the characters can be created using the explorer career track on p.223. Space exploration, detail on the Cascadia Colonization Authority (CCA), and system generation is covered in greater detail in our book *Unmerciful Frontier: The CCA Sourcebook.*

Bounty Hunters

With the lack of widespread interstellar government, it is quite common for criminals on one world to escape to another world. In this way, they believe they can avoid being prosecuted for their crimes. Many governments will hire independent bounty hunters to locate and return such criminals.

Law enforcement on other worlds may work with the bounty hunter or may be offended by their presence. Some law enforcement personnel may find the bounty hunter's work distasteful. Other worlds may even actively work against the hunters to protect a target. Some targets may even be members of another world's governmental structure and thus protected by the full weight of that world's government.

Corporations will also hire bounty hunters to locate those who have committed some action against the company. These hunters may find that no world government will aid them and that they will have other corporations working against them as well.

Banks and other lenders may also hire bounty hunters to locate those who may have taken out a loan and decided not to pay it back. Often this will be to purchase a starship and the hunters will be paid to either regain the money or repossess the vessel.

A Bounty Hunter career track can be located in our book, *Manhunters: Bounty Hunters in Clement Sector.*

Merchant Vessel

Players may choose to own their own vessels and move from world to world hauling freight and taking part in speculative trading. This is a common science-fiction trope and rules for this are included in this book from p.457-462.

The *Rucker*-class merchant vessel is designed with this sort of campaign in mind, and we provide additional ships in our publication *Ships of Clement Sector 5: Traders and Scouts*. These sorts of adventures feature an independent trade ship moving from planet to planet within the civilized worlds and on the edge of the frontier. These are often built with the captain of the ship paying off the huge debt of a starship by trading world to world and having an adventure or two along the way.

Piracy is common on the frontiers, so arming that merchant ship with weapons would not go amiss. A membership in the Captain's Guild would be helpful as well in order to network with other captains. However, merchants do not have to be independent. Characters could be working for one of the many corporations, such as Egata Mining or Foreign Nobility who, despite their main concern being something else, maintain their own shipping fleets. The characters could also work for Diamond Enterprises or Blue Star Line which are strictly about moving freight and passengers.

Referees may use the Free Trader career track on p.227 for characters to be used in this sort of campaign.

Piracy

Piracy can be quite common in the Clement Sector setting. In fact, it is not unusual for some independent merchants or even corporate merchants to use their weapons on another vessel to take their cargo. While this is far less common in settled areas like Hub subsector, it is often business as usual on the frontiers where system defense fleets are scarce.

Pirates exist who are fully dedicated to the theft of cargo, but most of the piracy which occurs in Clement Sector is performed by merchants who are down on their luck. Merchants who are between jobs or cannot locate cargo will often resort to attacking another ship to gain their cargo.

Characters can be part of a dedicated pirate ship or a merchant who tends to cross the line into piracy occasionally. For characters who tend to be more trader than pirate, those characters should use the Free Trader career track on p.227. For characters which are more pirate than trader, use the Pirate career track on p.254.

Some worlds, particularly those on the edges of settled space, will even aid and support piracy so long as it does not negatively impact their own interests. These worlds may simply turn a blind eye to the activities taking place in their system or they may provide aid and comfort as well. Some governments and some corporations will hire the pirates as privateers and give them resources and even ships to use in attacking the shipping and livelihood of a rival government or corporation. Characters may find themselves well paid to attack, delay or steal the cargo of those ships.

More information on piracy and pirate campaigns can be found in *Skull and Crossbones: Piracy in Clement Sector.*

Criminal Work

As in any time period or setting, in Clement Sector there will be those who wish to commit actions which will be against the law. Campaigns and adventures can easily be built around criminal actions and characters which commit these crimes. As noted in the Bounty Hunter section, it is often easy for criminals to commit a crime on one independent world and then flee to another. This can also be assisted by organized crime figures or impeded by those who are involved in the crime world themselves.

With so many independent worlds and differing laws on what is acceptable and what is not acceptable, one of the most common crimes is smuggling. It is not uncommon for products which are illegal on one world to be commonly available in a nearby system. Characters may find themselves interested in exploiting this difference for profit.

This is not always an easy task. Many world governments, being as aware of the differences in law as the smugglers themselves, will be vigilant against the import of such items. However, some worlds simply do not have the resources to prevent the influx of illegal items.

Of course, smuggling is not the only illegal activity in which the characters might find themselves interested. Theft is a common crime as well and if the characters are able to steal the right object it could provide them with an impressive payday. Stealing the item itself can be difficult but often fencing the stolen item is the more difficult part of the job.

In Clement Sector, fencing a stolen item is somewhat easier to do. With no interstellar government or law enforcement agency, there is often only a bounty hunter or other criminal crew with which to be concerned. Selling the item to a fence or broker will often never be investigated by the world's government on which the fence resides.

More information on criminal activity and campaigns can be found in *Outlaw: Crime in Clement Sector.*

Band on the Run

Musical acts are still popular in 2342 on most of the worlds of Clement Sector. With the lack of faster than light communications, music is either spread on holocubes or music files by space travelers or the musicians must tour. An interesting campaign could be designed around characters who are members of a popular musical group. An example of one such group is The Ducks of Death which are presented in our product **21 Organizations.**

Musician characters could be made using the Celebrity career track on p.209. Alternatively, some or all the characters could be "roadies" or other staff members and be from various backgrounds. The group could face any number of obstacles on their tour. Such things as rabid fans, stalkers, intoxication, and the consequences of life on the road could be used as plot complications. In addition, the group could face legal problems from activities in which they engage or social objections to their lyrics.

In addition, the life of a musician could be a cover story to some other activity such as a smuggler or even as an intelligence operative. The problems listed above could be further

complicated by the additional problems of attempting to take note of system defenses, stealing a file from a computer, or smuggling in a controlled substance.

Some musicians will also become social activists as well. This could create additional administrative problems which include overseeing a charity or preventing the charity from being used in an unwanted manner. This can also cause additional legal problems as some governments may harass the characters because of political statements they have made when visiting this world in the past.

Solar Purity and the Return Home

As it states in their description on p. 633, Solar Purity believes that humans should not be on the Clement Sector side of the Conduit. Even after the Conduit collapsed, there were many who still held the opinion that humans were destroying the natural order of things by being present in this sector.

Some of the more radical elements of Solar Purity believe that humans should not have come to the Clement Sector but also that they should begin a program to leave Clement Sector. While this would be a daunting task and take thousands of years to accomplish, many believe it is the right thing to do. Some advocate building ships automated to use the Zimm Drive and refuel in gas giants while the inhabitants of the ship sleep. Others advocate creating a fleet of 4000-ton vessels to carry a few families in each ship to return to Earth Sector.

Many, even those in the Solar Purity movement, have pointed out the obvious problems with such a journey. However, there are many true believers who want to attempt such a mission. Characters might play a family or two families who are part of this fleet attempting to get home to Earth. These characters could come from any background although Solar Purity would try to recruit people with some expertise.

Another possibility is that both plans might be attempted. An interesting campaign could be built around the automated vessels becoming damaged or evolving in their programming. If the builders of the automated systems allowed the automated systems to know that they wanted them to be the first to get to Earth, then there might follow a competition to get there. Perhaps there would be a situation where the computer AI systems would begin to attack the fleet of families who were attempted to take their fleet to Earth.

Changes

While we consider this to be the third edition of Clement Sector, there are few changes between the rules of second edition and this one. Here, we will cover those changes.

This volume exists so that all the pertinent information concerning Clement Sector could be found in one volume and would save newcomers to the system and setting from having to purchase multiple books to have an understanding of the setting. Therefore, the first change from the second edition of Clement Sector is that this book contains the entirety of *The Clement Sector Core Setting Book, Clement Sector: The Rules,* and *Ensemble Cast.* The advanced space combat rules from *Clement Sector: The Rules* are now found in *Anderson and Felix Guide to Naval Architecture.*

In addition, this book contains excerpts from several books that we felt would be relevant to the new player. These include the inclusion of two subsectors from Ariel Sector and two subsectors from Tranquility Sector which have appeared in *Subsector Sourcebook 5: The Colonies, The Slide, and Unmerciful Frontier: The CCA Sourcebook.* This book also contains the Achilles altrant from *Tree of Life: Altrants in Clement Sector,* uplifted Lions from *Wondrous Menagerie: Uplifts in Clement Sector,* and the Prisoner career from *Diverse Roles.* Three vehicles appear here (the American Dreams RetroWheels Grav Cycle, the Croselly Meteor Cruiser, and the FV(G)107 Stoat IFV from *21 Vehicles.* The *Starlight*-class Merchant Vessel is included in this volume which originally appeared in *Ships of Clement Sector 4-6: Traders, Scouts, and Small Craft*. Information concerning smuggling appears here from *Outlaw: Crime in Clement Sector* as well as information concerning piracy from *Skull and Crossbones: Piracy in Clement Sector.* Information concerning visas and the political situation in Clement Sector is taken from *Balancing Act: Interstellar Relations in Clement Sector.* Information on the history of corporations is taken from *Almighty Credit: Corporations in Clement Sector.* While we felt it was important to add some of the pertinent information from those books into this one, we think you will still find these books entertaining and useful as well.

The major change in this edition from the second edition of this book is the change from the Characteristic of Social or Social Standing to Charisma. This is something which I have long championed and wanted to do and here, in this version, we have. If you're using older volumes which use SOC, simply change that reference to CHA. It should be a one-to-one switch in most cases. However, if you have a character that you feel is more charismatic than their SOC would indicate, feel free to modify it to better reflect the character's charisma. After all, the main reason we're changing this is because I have always felt that Social Standing really had no place in Clement Sector.

The other change is within the skill listing. First, we have added Draw. This is to continue to lean into the "space Western" feel of Clement Sector that we are hoping to evoke as well as because it is a fun addition. Feel free to add the skill to characters that you and your Referee feel need to have it.

We have removed the skill "Steward" and replaced it with "Chef" and "Etiquette". Chef, as you might imagine, handles the parts of Steward that once covered cooking and Etiquette handles the parts of Steward which once covered dealing with people and being polite. Adjust your characters accordingly and, if you come across a career track which offers Steward, you are free to pick either Chef or Etiquette.

We have also removed Zero-G and melded this into Survival (Freefall). In a similar vein, we have also moved Vacc Suit and Battle Suit into the overall skill "Suit" with specialties which cover these. Simply convert these skills one-to-one as needed.

Name: _____

Age: ____ Apparent Age: _____

Height ____ Homeworld: _____

Primary Language: _____

Characteristics

Strength				Intelligence			
APs		Mod		APs		Mod	
Dexterity				Education			
APs		Mod		APs		Mod	
Endurance				Charisma			
APs		Mod		APs		Mod	

Wound Track

Strength

Dexterity

Endurance

Skills

	Level	APs		Level	APs		Level	APs		Level	APs
Admin			Draw			Heavy Weapons			Pilot		
Advocate			Drive			Heavy Weapons			Pilot		
Advocate			Drive			Instruction			Recon		
Animals			Electronics			Interrogation			Science		
Animals			Electronics			Interrogation			Science		
Athletics			Engineer			Investigate			Seafarer		
Athletics			Engineer			Jack of All Trades			Seafarer		
Art			Etiquette			Language			Stealth		
Art			Explosives			Language			Streetwise		
Astrogation			Flyer			Leadership			Suit		
Broker			Flyer			Mechanic			Suit		
Carouse			Gambler			Medic			Survival		
Chef			Gun Combat			Medic			Survival		
Deception			Gun Combat			Melee			Tactics		
Deception			Gun Combat			Melee			Tactics		
Diplomat			Gunner			Navigation			Trade		
Discipline			Gunner			Persuade			Trade		

Armour

Type

Rating

Finances

Pension

Debt

Cash on Hand

Equipment

	Mass

Total Mass =

Weapons

	Damage	Range	Range Modifiers P	C	S	M	L	VL	D	

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The year is 2342. Adventure awaits!

In 2210, scientists discovered a wormhole allowing travel to the opposite side of the Milky Way galaxy. Once across, exploration teams discovered worlds far more suited to human habitation than those in star systems nearer to Earth. Were they terraformed by some unknown race? Are they just a coincidence in the vast diversity of the universe?

Over the ensuing years humans left Earth and began to colonize these worlds. Nation-backed colonies. Corporate colonies. People who simply no longer felt compelled to remain on Earth. The best and brightest. In 2331, the unthinkable happened. The wormhole collapsed leaving those in Clement Sector cut off from Earth. Now these new worlds and new civilizations must stand on their own.

Clement Sector is the core setting book for Independence Games' science fiction universe. Clement Sector contains a history of the sector and humanity's expansion in the sector. It has detailed maps showing all 16 subsectors from those which are fully settled to those where mankind has not yet set foot. Clement Sector also details the Zimm Drive, the method of stellar travel in this setting, and showcases five commonly seen starships. Deckplans, art, and statistics are provided for the Rucker-class merchant ship, Luxury-class yacht, Trailblazer-class scout, Atlas-class freighter, and Farragut-class destroyer.

Clement Sector is also filled with campaign and adventure seeds to allow you and your players to jump straight into the action. If you crave more detail about these worlds, you can couple this book with our subsector sourcebooks and colony books for a rich tapestry on which to base your adventures.

Welcome to Clement Sector! Adventure awaits you!